

100% PlayStation®

POWER

October 2000 ■ ISSUE 57 ■ £2.99 (www.dailyradar.co.uk)

WORLD-EXCLUSIVE REPORT!

TOMB RAIDER CHRONICLES

**FIVE ALIVE! THE SPIRIT OF
LARA LIVES ON... INSIDE!**

WWF SMACKDOWN 2

Exclusive first pictures
and information, page 9 now!

FINAL FANTASY IX

The best adventure game
on PlayStation? **We decide**

DRIVER 2

We've played it to death –
check out our first impressions!

PLUS!

- Medal Of Honor
Underground
- Tenchu 2
- Rayman 2
- Mr Driller
- The Mummy

SPIDER MAN

**Reviewed
& rated,
inside!**

SPYRO 3

The horny
dragon is
back...

GT2000

Amazing
new pics
and info!

DOA 2

Hot bikini
babe action!

future
culture
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Passion

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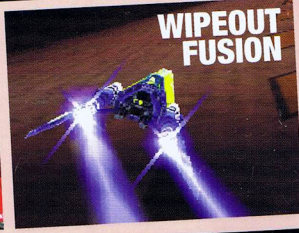
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PS2 PREVIEWS INSIDE!



MOTO GP



WIPEOUT
FUSION



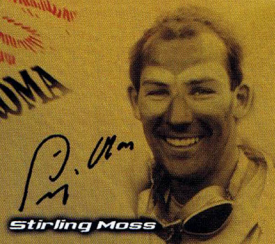
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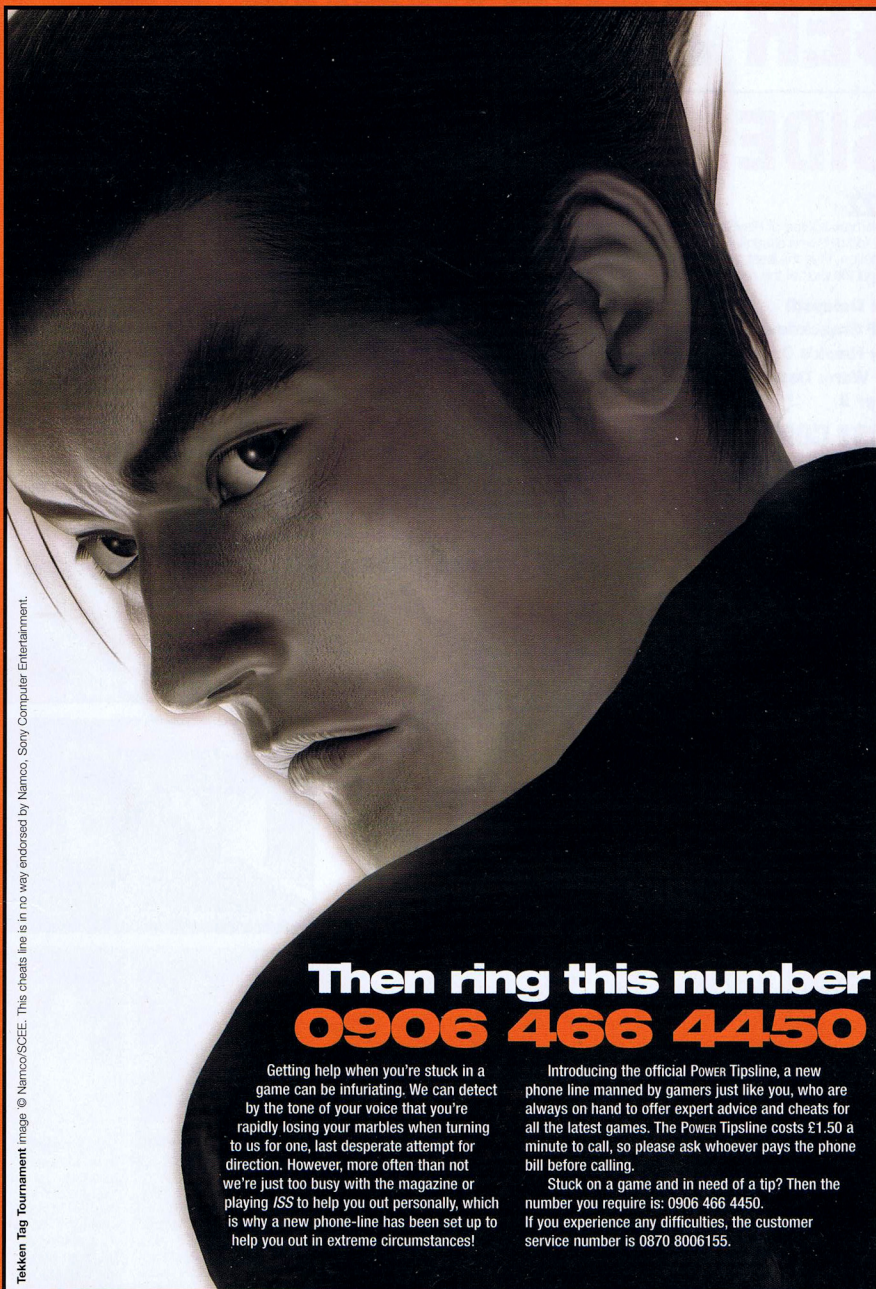
WILD WILD
RACING

Mille Miglia™

'the most stunning race in the world'



NEED SOME BACK UP?

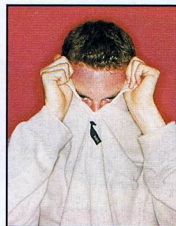


**Then ring this number
0906 466 4450**

Getting help when you're stuck in a game can be infuriating. We can detect by the tone of your voice that you're rapidly losing your marbles when turning to us for one, last desperate attempt for direction. However, more often than not we're just too busy with the magazine or playing *ISS* to help you out personally, which is why a new phone-line has been set up to help you out in extreme circumstances!

Introducing the official Power Tipsline, a new phone line manned by gamers just like you, who are always on hand to offer expert advice and cheats for all the latest games. The Power Tipsline costs £1.50 a minute to call, so please ask whoever pays the phone bill before calling.

Stuck on a game and in need of a tip? Then the number you require is: 0906 466 4450. If you experience any difficulties, the customer service number is 0870 8006155.



P hew!
Temperatures have certainly risen in the Tower of Power this month. Of course, this is mostly down to the fact that we took a peek at *Tomb Raider Chronicles*, getting the gaming world's Number One sex-goddess, Lara Croft to pose exclusively for our cover in the process. You can read all about it, and her, on page 18. Now you may have noticed a few changes in Power over the last couple of months, but it's all for good reason, believe me.

As the PlayStation enters its twilight years, the quality of games shows no sign of dwindling, and so we here at Power decided to tweak things a little so that the games really SCREAM out of the page at you! It would also appear that our vision is shared by a great many observant readers, and your positive feedback has been most supportive. Rest assured though, Power will never get complacent, and this publication will forever be a sizzling mixing pot of energetic editorial and vibrant visuals that reflect every corner of this culture. Halleluyah, praise Kazuya!

So, what else can to you expect to find in this Power book? Well, we played *Driver 2* until the tyre tread was smoother than Craig David (on Wednesday!), gave *Final Fantasy IX* a good seeing to, did the silly walks in *Medal Of Honor Underground* and then marvelled at *Spider-Man*. Oh, and we even managed to get rid of that slightly unpopular Classics section to boot. We just hope you all like what we stuck in its place!

**Ryan Butt –
Editor**

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You talkin' to us! Your chance to spout off with your opinions or just a way of telling us how bloody great we are.

130 EAST'S ENDERS

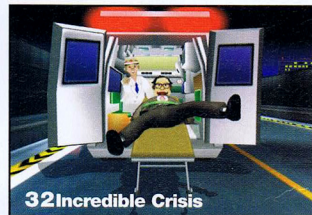
Our resident cockney wideboy, Tom East, has it large with the end sequence of *Chase The Express*.



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22Final Fantasy IX



32Incredible Crisis

POWER RANGERS



Ryan Butt
Editor

Ryan has settled in nicely now and adopted the Power way which involves screaming like Kelvin and putting up with Clive's sad jokes.



Clive Gorman
Games Editor

He could talk K. D. Lang into bed, but thankfully his seductive charm is used mainly to schmooze games out of software reps.



Dave Perrett
Features Editor

Looking like an extra in a boy band, Dave's been out on a few hot dates this month. And we don't mean meeting his mum in a sauna!



Kelvin Gan
Staff Writer

The smile says it all. *Spider-Man* finally popped through the Power letter box and Kelvin's been glued to the game ever since.



Scott Bradbury
Production Editor

Scott is Power's copy overlord. If there's a misspelt word then he dishes out the slaps. Less 'rod of iron' more 'large spiky club'.



Sally Browne
Production Assistant

Originally hailing from Oz, Sally is currently practising her Anglo-explicatives. A lot. It helps when keeping Kelvin in line.



Todd Anderson
Art Editor

He's not just Power's Art Editor, he's also a work of art himself. Todd is currently cultivating his very own Craig David weirdy-beard.



Kerry Haysom
Deputy Art Editor

Mad Kezza has been locked up for most of the month. Anything to stop her from polluting the office air-waves with her '80s pop music!

FIRST LOOK!



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LATEST NEWS!



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Mend your cheatin' heart with our top tips!



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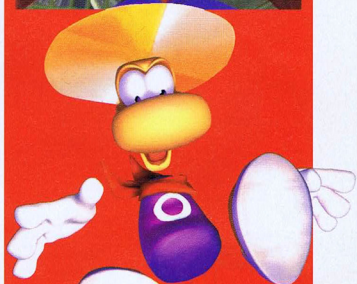
WELCOME TO THE NEW-LOOK POWER!

The PlayStation Mag

POWER REVIEW ZONE

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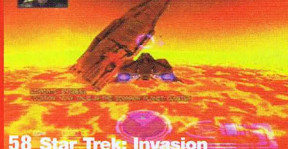


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Latest news and happenings on planet PlayStation!

BUZZ

POWER HITS THE WEB!



You lot have been begging us for a website for ages, and now we can deliver! See that web address under the date on the front cover:

www.dailyradar.co.uk. That's where you'll be wanting to go each and every day for all your PlayStation news, updated every hour and brought to you, not only by **POWER**, but also the makers of *Official UK PlayStation Magazine*, *PlayStation Tips 'n' Tactics* and *PlayStation MAX*. We thought, y'see, rather than just re-reading what you get in our mags, you'd like loads of completely original stuff. We're nice like that! dailyradar.co.uk – bookmark it now! ■

EUROPE GETS A BUM DEAL AS THE US AND JAPAN SNAP UP PS2 CONSOLES

PS2 LAUNCH IN UK: DELAYED!

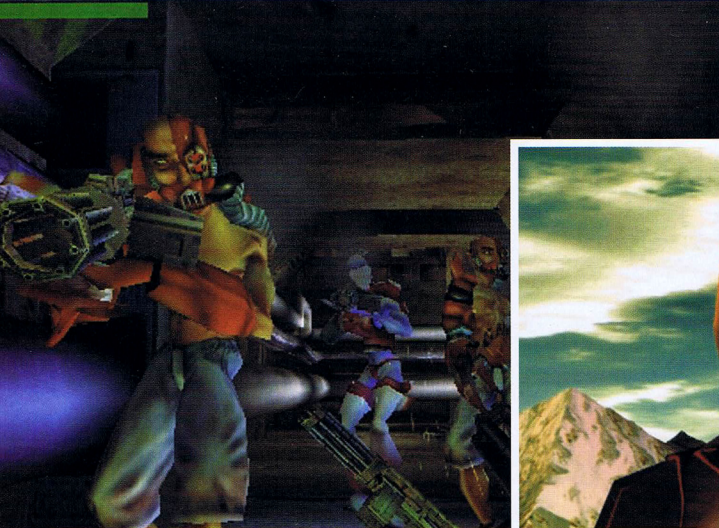
First there was the announcement that the only way to get a PS2 was to pre-order one, and the release date, set for August 14 was put back to September. Then SCEE annoyed the retailers with the advent of their plans to sell PS2s on www.PlayStation-europe.com. All this happened while Japan went on to sell three million PS2s in a measly five months. The original PlayStation took nearly two years to reach that number.

Because the demands for the PS2 were much higher than Sony imagined, the number of consoles they had left for the launch in the West began to decrease dramatically. The speed of manufacturing at the moment isn't up to scratch to provide every enthusiast with the wonder machine, and rumours began surfacing that the number of machines that had been allocated for the UK had gone down from 200,000 to a mere 100,000

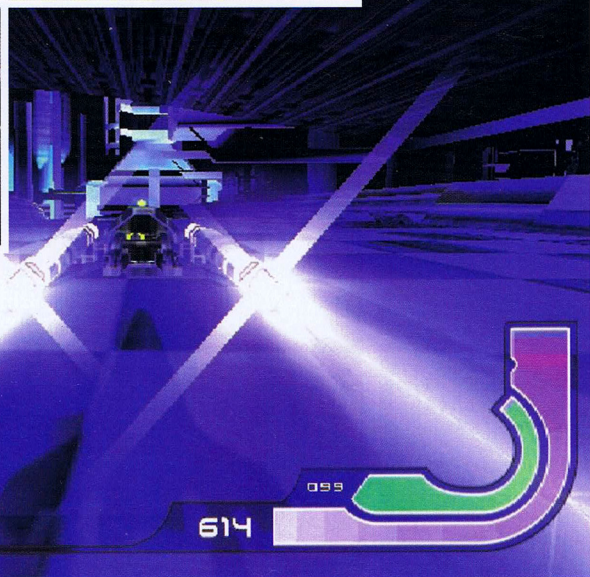
(four times the number for the original PlayStation launch). The reckoning is that Sony is committed to ensuring that the US launch is well catered for with 620,000 consoles allocated for the October 26 date.

Industry trade paper *CTW Benelux* reported on the continent that the delay was a reality and said the launch in Europe was being put back to November 17. Editor-in-Chief, Iris van Opstal, confirmed that the information came from SCEE themselves. This was accompanied by a second rumour that the price tag was set for £349, a hefty £50 more than the expected £299.

This report came out on the August 3. The very next day SCEE announced confirmation that the price will be £299 and that the date had actually been set back to November 24. Sony's expectation is to sell ten million PS2s worldwide by next year, with 40 games ready for us before Christmas. One fact is clear: the PS2 is bigger than we ever imagined. ■



From top: *TimeSplitters*, *Dead or Alive 2*, *Gran Turismo Sport*, *Metal Gear Solid 2*, *Wipeout Fusion*. It's a shame that some of the launch titles among this bunch, such as *Wipeout*, won't be in our homes on October 26th with the PS2, but with superb games like these we can handle the wait until November 24th. Just.



Bytes

Prime cuts of PlayStation information

FANTAVISION GETS TWO-PLAYER MODE

The Power team has been hooked on what everyone reckons is the only original PS2 game that's worth falling in love with. We already love *Tekken* and



Ridge, but *Fantavision* really wowed us with its beautiful colours and addictive gameplay. The only problem was that while one person sat getting fantastic high scores, everyone else was left to just gawp. There was no two-player mode – an essential element to any puzzle game.

SCEE has taken this criticism to heart and is going to treat us to a wonderful new mode for two players. The aim of the game will be to get the highest score possible within the allotted time limit. As you get your impressive coloured pyrotechnic display going, you'll dominate more of the sky.

The prospect of *Fantavision* being better than before is great news for all us European gamers. Thank SCEE for being so considerate.



Totally wicked robot suits that any dude would love to rig around in. Bandai, bring this, the cartoons and the toys over to Europe!

BIG IN JAPAN

M.S. GUNDAM

UK Release: We'd be lucky
Publisher: Bandai

Due out in Japan in December this year, the hordes of *Gundam* fans out there are going to go mental for this sweet-looking PS2 3D action game.

Based on the original animated robot series of the 70s called *First Gundam*, the story focuses on the year-long

war between the planet Earth and its neighbouring colonists, the Zion.

Complete with lush graphics, you get to control Amuro Ray's powerful Mobile Suit, the RX-78 Gundam. With his evolved abilities as a New Type human, use your skills to take on the hectic robo-battles against the Zion dukedom.

The series has already proved popular in the US. We deserve this. It's really great! ■



Wow! Gorgeous giant robots rock!

JAP CHARTS

1. Digimon World 2 (Bandai)
We preview the first next month...
2. Final Fantasy IX (Square)
Ousted by little toy monsters. Hal
3. Jikkyou Baseball 2000 (Konami)
Yeah, the Japs love baseball.
4. Beat Miania Best Hits (Konami)
There's always new ones released.
5. Elkanko Koshien (ArtDink)
A poop-er strategy game.

POWER PLAYS...

We can't remove these games from our consoles...



1 SPIDER-MAN Activision

At last, a decent action adventure that does old Spidey some justice. A veritable victory for all the True Believers.



2 ISS PRO EVOLUTION Konami

Never have so many owed so much to the few folk that made this game the best football game ever. Bar none.



3 TOCA WORLD RACING CARS Codemasters

Codemasters once again prove that it knows how to make a stunning driving game. How good will its PS2 racers be?



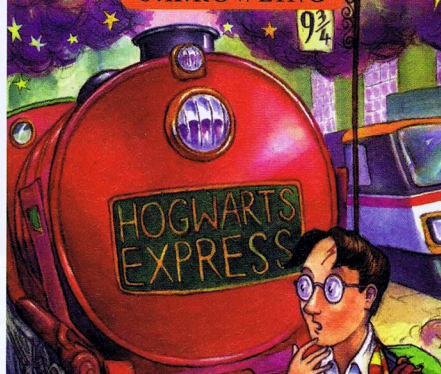
4 RAYMAN 2 Ubi Soft

It may be all cute and gushy, but this platformer is a certain corker, and it's packed full of surprises too. Lovely.

HARRY POTTER

and the Philosopher's Stone

J.K. ROWLING



BIG BUZZ

HARRY POTTER

EA to produce Philosopher's Stone game

This young lad is the hottest character among kids at the moment, with a film being made and his books being sold in over a hundred different countries.

Harry is a boy who lives with his nasty 'Muggle' (normal human) auntie and uncle. He gets a calling to join the Hogwarts School of Witchcraft

and Wizardry and so begins his adventure in *Harry Potter and the Philosopher's Stone*.

The amazingly appealing charm of J.K. Rowling's debut in the series, now up to the fourth book, is being adapted by EA. Developer Bullfrog keep the UK flavour alive. The game is likely to follow the look of the upcoming Warner Bros film. No release date as yet. ■

WIN! A SPIDER-MAN TOY

To celebrate the release of Kelvin's absolute favourite game of the moment, he's decided to throw a competition to win one of his many *Spider-Man* toys. Tell him who your favourite superhero is and why, on the back of a postcard entitled 'With Great POWER Comes Great Responsibility'.



STARDOM

SPIDER-MAN SWINGS AGAIN

Chattering to some people in the know has revealed what we at POWER have been dying to find out – there is a *Spider-Man* sequel in the works right now!

Spidey's super solo adventure creators Neversoft has said that it plans to make a sequel to *Spider-Man*. The game is not officially in the making yet, but once the first *Spider-Man* has been a success, work will begin on a sequel based on the upcoming *Spider-Man* film.

The movie is all about Spidey's origin and features super villains the Green Goblin and Doctor Octopus. Peter Parker's teen romance with Mary Jane will also be a highlight. It's out next year and actor Tobey Maguire from *The Ice Storm* will star as Peter Parker, The Amazing Spider-Man! ■



OUT! SACKED BYE BYE AI FUKAMI

Namco get rid of Ridge Racer V mascot for the arcades

The forthcoming arcade version of *Ridge Racer V* will have an all new mascot as Namco is going to use a real girl as Ai Fukami's replacement.

Namco will announce who the lucky girl who gets the role is going to be in Tokyo on September 23. Ai Fukami was always a really bad name anyway, and we much preferred Reiko. ■

Yeah, get lost Ai. Your fashion sense is poor. And that name...



WHAT IF

Emily's off sunning her, er, bits this month. So we take another look at what PlayStation games would look like in a parallel universe...



All this violent action in *NHL 2000* makes work for the doctors.

Here's the latest update of the world's favourite sports action title! It's another triumph from those kings of the hoozy sim, *ER Sports!* Featuring all this season's brand new white coats and gowns from the likes of Knife and Adadose, every new patient for the 2000 season, plus all their charts, illnesses and full medical histories! It's *NHS 2000!*

With over 500 patients having every one of their motions captured, you get to see every movement in full, vibrant colour. Plus there are several modes to choose from. Career mode has you working long hours with little pay; Doctors and Nurses mode is for saucy young players, whereas Surgery mode can last up to nine real-time hours in the most complex game situations!

Special bonus games are hidden away in *NHS 2000*,

such as the Bed Race (find a place for your patients to stay in the face of at least five others, all going for the same bed) and Waiting List Blues, where you have to complete a series of tasks in competition with the person above your patient on the list. Do it 20,000 times – and you'll be a champion!

Every effort has been made to make *NHS 2000* as authentic as possible. Full commentary is provided by Gaby Roslin and the *Hospital Watch* team, including Anna Shetick and maverick Irish GP-turned-pundit, Seth O'Scope. There's also the reappearance of the much-loved classic teams and players – watch out for Florence Nightingale, Dr Frankenstein and half the *Carry On* team in ill-fitting stripy pajamas and outrageously skimpy nurses' uniforms. The soundtrack is by Doctor and the Medics and 10 CC (of adrenaline). And listen out for the theme tune, *Relax, This Won't Hurt A Bit* by Frankie Goes To Hospital.

NHS 2000 from *ER Sports* – it's the perfect medicine. ■

In *NHS 2000*, forget every single one of your patients 30 seconds after diagnosing them or always get their name wrong and you get to open up the secret character – delirious Doctor Clive. Whoohoo!



EXCLUSIVE SHOTS

WWF SMACKDOWN! 2

THQ is set for a rematch with this hot sequel – *Know Your Role*

One of the maddest fun games of this year has definitely been *WWF*

Smackdown, which has stormed the charts and obliterated every other wrestler out there. It looks like it's about to happen again this Christmas with *WWF Smackdown 2: Know Your Role*. Time to shout 'Can you smell what the Rock is cooking?' again.

The most fantastic thing about *Smackdown* is its novel backstage storylines that see you interacting with the other characters for some pretty serious moments outside the ring. *Smackdown 2* takes it a notch or two up with battles in

the car park, a VIP room and dressing room. And there's also the *WWF Restaurant* for your food fights.

New to the game are a couple of freaky modes such as Ladder Matches. This involves you and your opponent in the ring with a step ladder. It's nothing kinky, just that the wrestler who's on top of things will be able to climb up and launch himself onto their floored opponent. The added height is bound to give you greater momentum for extra squishiness.

Then there's the rather claustrophobic Coffin Match. Here you fight in a ring with, yes that's right, a coffin. The

aim of this event is to get your opponent into the coffin and completely scare them to death. Once you've pinned them in you've won.

With 50 wrestlers in total and all new storylines as well as a chunkier Create a Superstar mode, this should be quite brilliant as a Christmas pressie. Let's hope, though, that these new features and the new Tornado Tag Team Matches are enough for the sequel, out only a few months after the first. ■

Bytes



LARA CROFT GETS MORE PLASTIC TAT

A US PlayStation accessories company has had the ingenious idea to create pocket-sized versions of everyone's favourite polygonal pretty. Always looking to give you a good time, Lara will help you out with your game saves by storing them through the lower half of her body. Just plug in! [Fittit! – Ed]



Watch the rug! Whoops, too late...



Putting the 'belly' in belly-flop.



It's the Ladder of Love or is it Pain?



'For the last time, stop belching!'



SCOOP

TONY HAWK'S PRO SKATER 3

The next sequel is destined for PlayStation2

Activision has announced a huge line-up of smash hit games headed for the PS2 to arrive over the next year.

The company that published the hit superhero game *Spider-Man* and that surprisingly made a small profit last year, has announced that it'll release 12 brand new games for PlayStation2. These are likely to be part of its mowing out on the extreme games front.

The first of these bad boys is Tony Hawk's *Pro Skater 3*. Others games include Mat Hoffman's *Pro BMX 2*, Kelly Slater's *Pro Surfer* and Shawn Palmer's *Pro Boarder Cross*.

Also in the works is a sequel to *Spider-Man* and *Tenchu 3*. Sci-fi freaks will rejoice at the news of a *Star Trek* spin off and even a new *Quake*. Another leader in the pack will be *Orphen*. Watch *Power* for more on these! ■

POWER WANTS

What do we want? These games now!



1 TIMESPLITTERS

Eidos
This massive blaster could well be the best game the PS2 sees in the first months of its release. If only we could put the single-player mode through its paces...



2 TONY HAWK'S 2

Activision
Only a couple of weeks to go before we get hold of the finished copy and we simply can't wait. We've played the preview version to death and we need more! Look out for the review next issue.



3 METAL GEAR SOLID 2

Konami
Oh lord. This is so far away we want to mess about with the sands of time just like Marty McFly. But that would be dangerous, so we'll wait.



4 ULTIMATE FIGHTING CHAMPIONSHIP

Crave
This anything-goes grappler really is a licensed version of a sport that goes on in the US. The action is brutal and there is blood everywhere!

SCOOP

THE NEXT STEP FROM PS2

Take a look at the future...

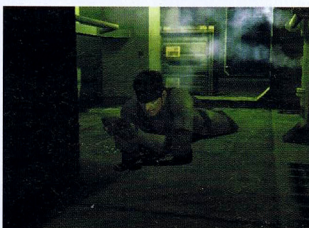
This here strange-looking contraption is a box that's packed full of 16 PlayStation2s. It has the ability to create scenes exactly like ones in the movie *Antz*. In real time...



It's a cube! What's it do? It makes coffee. Honest!

The amazing power of the GScube allows for the creation of real time interactive worlds. That means that "You can communicate to a cyber city," said PlayStation creator Ken Kutaragi to *Newsweek* magazine. "Starting from next year, you can jack into [something like] *The Matrix*" – over the faster-than-the-Internet broadband network that SCEA have planned to connect PS2s through.

The idea is that you'll probably be interacting with extremely realistic worlds created by the GScube on your PS2!



We'll be seeing more of Solid Snake in action next month, and we just can't contain our excitement!

MORE MGS2 AT ECTS

Konami show new clips in UK

The second video trailer for next year's biggest PS2 release, has been shown in London at the exclusive industry exhibition ECTS.

From the 3rd until the 5th of September, the London Olympia centre hosted the ECTS where every games company in Europe was showing off their wares. It's here that Konami decided to unveil the next lot of teaser video clips for *MGS2: Sons of Liberty*.

Rest assured we were among the first lot of Solid Snake fans to get a peak at the exciting new stuff on offer. We were also able to get our hands on a playable version of *Zone of Enders*.

We'll share our discoveries with you next month, and throw-in an *ISS 2000* review, just for good measure! ■

WIN ALL OUR TAT!

The competition's still running as not enough of you people out there seem to get the message that we're getting rid of all the joy pads, steering wheels, memory cards and unloved toys that are cluttering up our offices. Draw good, funny or cool pics of your fave Power team members to win!

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FIRST SHOTS

BOBA FETT KICKS IT...

...in his PlayStation debut



We did harp on about how *Star Wars Demolition* looked likely to be a complete turkey, but we've since discovered that it's got one redeeming feature. It's the only PlayStation game to feature Boba Fett!

From looking at this screenshot, you can see that Boba gets to kick ass while running around on foot. The strange thing is that this is *Star Wars Demolition* where the game is meant to be based on vehicle combat. So

what gives? We've also seen pics of a Wookiee bounty hunter jumping about on his feet.

Just what's going on here is probably due to the fact that the bounty hunters are a lot tougher than most of the characters in *Star Wars* (except for the Jedi and the Sith of course), so they don't need vehicles.

Boba Fett could in fact be able to use his rocket backpack to get over long distances quickly, so there's no problem there. Will it be any good? Only time can tell. ■

MERCHANDISE

CATZ GO MAD FOR PS2



Some really tasty kit is on its way from Mad Catz for the PS2. Meow!

Mad Catz is ready to release a whole range of goodies for PlayStation2 on the very first day of its launch.

Starting with a fully programmable joystick, steering wheel, multi-tap,

8Mb memory card and a light gun, the huge range of peripherals is boosted by a whole load more accessories. These include a DVD remote, a fishing rod controller and massive joystick. The Dual Force 2 pad can remember moves you enter! ■

SCOOP

STUNTMAN FOR PS2

The creators of *Driver* reveal its debut PS2 marvel

Reflections has revealed to the world that it's working on a new PS2 game, known as *Stuntman*.

It follows a similar idea to *Driver*, but rather than being a part of the criminal world, you're in the movies working as a stunt driver! You begin as a rookie in

'B' movies, doing your best to impress the director watching you.

You'll work around the world in exotic locations, making a name for yourself, trying to make it big in the land of Hollywood.

One scene described to us involved driving up a ramp and hurtling through the air over a dozen

parked cars onto a landing ramp, screaming into a 180° handbrake turn to finish. The idea is simply mouthwatering.

Set for release in the summer of 2001, there'll be over 20 different stunts to pull off in six locations and ten cars. There are no pictures available yet though. Boo! ■

FIRST SHOTS

AQUAQUA

Wetrix sequel comes to PlayStation 2!

What was once known as *Wetrix* is coming over to the PS2 under a new name. Something that hardly makes any sense, *Aquaqua*.

It's one of those crazy styled puzzle games that first saw life on the N64 (but no one bought it) that was really quite good to play with its simple idea.

Basically, you play on a squared grid that you see from an isometric view. You arrange 3D shapes onto it to build banks and rivers or pools to contain water. Once you've a certain amount of these shapes then the sky will open up with water bubbles. Your creation has to hold water as well as possible or you lose.

Preview next issue! ■



'Water water everywhere, and not a drop to drink!'

eeBytes

Prime cuts of PlayStation information

FUTURAMA

At the American Comic-Con, *Simpsons* creator Matt Groening confirmed that he'll be bringing his ultra-popular *Futurama* series to the PS2. *Futurama* is currently showing on Sky 1 on cable and satellite and features the hapless Fry, stuck in the future and totally out of it. It's supremely funny and the prospects of a game for this series will be amazing - if they can somehow get the humour across from the cartoons and make it fun to play.

YOU WON'T SEE LARA FOR ANOTHER YEAR

Not completely true, as you're bound to see her in millions of ads, selling her body to whoever offers her big wads... Core has mentioned that there isn't going to be a *Tomb Raider* on the PS2 for ages. Apparently Core has been working on it for the past year, making it completely different to any previous TR experience. That's okay then. ■

WIN

"Petite Turismo"

PSW August 2000

RC de GO!

RADIO CONTROL CAR SIMULATOR

£19.99

ONLY

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SCOOP!

WE'VE PLAYED DRIVER 2

We get the fresh code to play first!



Two-player chases are fantastic. It feels better hassling a mate than a computer car.

Just as we were writing these BUZZ pages, the top dog at Reflections came along and brought with him the very first playable code of *Driver 2* for us! How nice.

We immediately abandoned our stations for the couple of hours that MD, Martin Edmondson, showed us everything that he'd promised would go in to *Driver 2*. What we saw was simply amazing!

First, we'd only seen early work before on the 'get out of

the car' bits, and now it's working fully and Tanner looks brilliant. The two-player mode's a great laugh and the best moments are when you jump off a rising bridgeway. Look at the pics! More next month. ■



Get your speed up as the bridgeway starts to rise. Don't slip back!



You've made it over the gap now, but you're still in the air. Land it!



Tanner looking oh-so-smooth in his Oswald Boateng-designed gear.



But he's a geezer! See that car? He's nickin' it! Can you trust him?

FUSION GT RUSHES TO PS2

Crave save dire Jap game for the West.



The Japanese name for this game was a very silly *Hresvelgr*, and it was really bad.

Now it's changed its name and become *Fusion GT*, with improvements in controls and frame rate. It's in fact a futuristic racer in the same sort of mould as *Wipeout Fusion* (can you see a slight connection here?).

Crave is making the Japanese developer, Gust, get in all the improvements in time for release when PS2 launches. ■

Bytes

Prime cuts of PlayStation information

STAR WARS ONLINE RPG

LucasArts has teamed up with Bioware to create an online RPG for *Star Wars*, due out in 2002. Bioware are famous for creating PC RPG hit *Baldur's Gate*, and with George's own games producers will make an epic role player set 4000 years before *Episode 1*. The RPG will feature the Jedi Knight conflict against the evil Dark Lords of the Sith. With increasing advantages of online gaming becoming a reality, we just can't wait for the PS2 to get into gear with it!

BRIAN LARA CANCELLED

Rumour has it that production on *Brian Lara Cricket 2* on the PlayStation is dead. The reasons could be that too much time has been spent on the development which will not make it before the PS2 launch. Every other big game from Codemasters this year has been on the PlayStation before its big brother's appearance. However fear not cricket fans, the suggestion has been made that *Brian Lara Cricket 2* will appear instead on the PS2 next year. Bravo! ■

BUY ALL THESE THINGS WITH YOUR MONEY

IN THE NEXT FOUR WEEKS

WEEK 1

Sept 11th - 17th



Friday 15th:

■ **RC De Go**

Pool of water! Funny for that, rubbish otherwise. Check the review on page 60.

■ **Spider-Man**

The greatest superhero game ever! Check out the senses-shattering, pulse-tingling review on page 44 now!

■ **Wacky Races**

Stop that pigeon! Oops, wrong cartoon.

WEEK 2

Aug 21st - 27th

■ **Koudelka**

She's a pretty girl, and she's in an RPG. Lame! Well, anyway wait for our review next month to see how much of a good RPG this is.

■ **Strider 2**

This was meant to be out months ago! Well it's two games in one, and it's loads of fun but too damn easy. Shame.

■ **Superman**

Made by the people who



■ **Spider-Man**

WEEK 3

Sept 18th - 24th



■ **Koudelka**

made the absolutely atrocious N64 version, Titus says it has made a better effort with our PlayStation version. So why not allow us to review it? 'Cos it's going to be rubbish!

Monday 25th:

■ **Toca 3: WTC**

It's the world's greatest car game after *Gran Turismo 2*. It's great news for all you Jason Plato worshippers and fantastic for all the Essex boy wannabes out there.

WEEK 4

Sept 25th - Oct 2nd

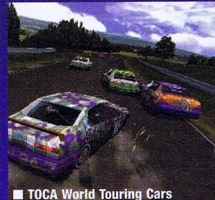
Friday 29th:

■ **Tony Hawk's 2**

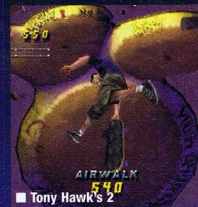
Check out the gargantuan review we'll have for you next month. Expect the deepest look into *Tony Hawk's 2* anywhere as Dave's been ploughing into the game for the last several months!

■ **Who Wants to be a Millionaire?**

It's even got his Tarrantness' voice in there. It's actually quite a good laugh and oh so much like a pub game.



■ **TOCA World Touring Cars**



■ **Tony Hawk's 2**

Friday 6th:

MTV Sports: Pure Ride

The sequel to MTV Snowboarding on its way.

Friday 6th October

**POWER
ISSUE 58
ON SALE**



Made

The latest news from the land of the rising sun



Ring of Red

■ Type Strategy ■ Publisher Konami ■ Developer KCE Saporo ■ Players One

What's it all about?

Straight after the 'Big One' in Hiroshima 1945, this alternate history of Japan sees them carrying on their crazy fight with the world. The results of which sees the Land of the Rising Sun split into two factions, one a communist territory allied with China and Russia while the other backed by the US. It's 1964 and there's a massive war on between the two lands. The biggest difference to all the wars we've seen in our real world is the fact that these people are using giant robots for their fights. The Japanese absolutely love 'em, see?

What's It Like?

A whole bunch of people who produced *Front Mission 3* for Square have bugged off to Konami to make this, another big robots strategy game. *Front Mission 3* was pretty good for ya 'turn-based battle' strategy experience, but that sort of 'I hit you but I didn't do much' way of doing things gets tiring very quickly for people who aren't into that sort of thing. Being something from Konami though, we should expect this to be pretty rockin' to play anyway.

Will they convert it?

The Americans are mad for this one and *Front Mission 3* has had a release over here. Then again, it seems that hardly any of you good gaming people are buying into this sort of genre. *Front Mission 3* can be categorically labelled a failure in terms of sales. Odd, when *Command & Conquer* was all the rage a few years ago. Tell us people, do you want to see *Ring of Red*?



Mr Driller 2

■ Type Puzzle ■ Publisher Namco ■ Developer Namco ■ Players 1-2

What's it all about?

For those of you who haven't already read the *Mr Driller* review on page 56, we'll explain the concept. It's a puzzle game. You start each level at the top of the screen astride a pile of jewelled blocks in different shapes. The idea is that your 2D character has to tunnel his way through the gems and avoid having the jewels collapse on his head as he digs ever deeper. Because he's miles underground with no air supply, you have to collect spare oxygen tanks secreted around the level. *Mr Driller 2* offers more of the same 'boring' action.

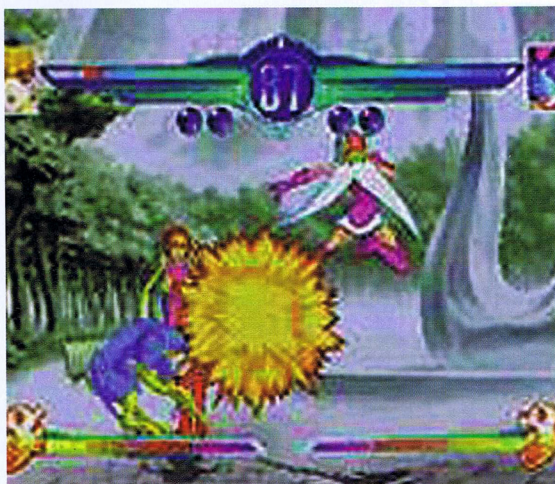
What's It Like?

Well, the gameplay is identical to the original *Mr Driller*, only now you have the option of drilling with a mate in two-player mode. *Mr Driller 2* is surprisingly addictive. There are two ways to play the game. One is just to drill like mad down to the end zone and the other is to carefully consider your progress and mine only the route which won't result in being flattened by falling gem blocks. A couple of new power-ups are included but Namco hasn't seen fit to fiddle much.

Will they convert it?

Well, we can't see why not. It's not going to set the gaming world on fire but it'll tick over nicely for Namco on these shores. With *Mr Driller* having only just been released in PAL format, don't expect to see this sequel for at least another six months. If you're lucky.

in Japan



Tatsunoko Fight

■ Type Strategy ■ Publisher Takara ■ Developer Takara ■ Players 1-2

What's it all about?

No doubt not many of you have ever heard of the Tatsunoko cartoons. They're huge in Japan though, and a couple of them, *Battle of the Planets* and *Speed Racer*, have actually made it onto our small screens over here. The game itself is based on characters from five of these cartoons – Honeybee Hutch and Time-Bokan among them, and the idea is that these characters slug it out in your good old fashioned 2D fighting manner. Sounds a bit harsh to us, especially considering many of the characters are dead cute!

What's It Like?

If you were to write a checklist on what you'd expect to include in a 2D fighting game, then *Tatsunoko Fight* would get a full complement of ticks and a big smiley face, because all the usual bits and pieces are here. From super combos and crazy special moves to the good old mental screams and wails, you'll find it all in here and plenty of secret bits too. There's even a special edition of the game with drawings, toys and money-off coupons for collectors all excited.

Will they convert it?

Seeing as none of us have seen many of the Tatsunoko cartoons over here, it's exceptionally unlikely that it will ever be translated into English and released over on these shores. After all, what's the point in yet another 2D fighting game if nobody knows who on earth the characters are and what relevance they have to each other? Exactly.



Final Fantasy IX

■ Type RPG ■ Publisher Square ■ Developer Squaresoft ■ Players One

What's it all about?

The big picture isn't too clear at the moment. From what we've played so far it involves four completely different characters (a tailed thief, a camp knight, a dorky wizard and a soppy princess) who meet at a carnival and decide to do a runner from the tyrannical society they live in. The game follows their adventures as they travel to distance lands in search of a better life, and some weird monsters to beat up. Understanding the plot is helped by lavish cinematic sequences.

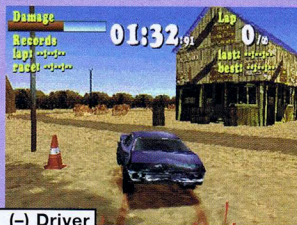
What's It Like?

Amazing. If you like your turn-based RPG games then you'll adore it. If not, like us, then you'll still be mesmerised by the spectacular visuals and neat little touches. When the import version arrived in the office, other tasks were forsaken in favour of playing it. And when those tasks involve drinking coffee and playing *ISS*, you know how tight a hold this game took on our wretched souls! Better than the last two *Final Fantasy* game without a doubt.

Will they convert it?

Absolutely. The last couple of games didn't exactly bomb over here, and with Square Europe now up and running and fully operational, there is no reason why it can't churn out the Japanese conversions on a conveyor belt. Maybe it'll even toss a few of the more obscure Square of Japan titles out.

Official Top 40



1 (-) Driver

■ **Infogrames** ■ £19.99
Hail to the king, baby! A new slimline price and everybody has gone mad for *Driver* once again. An absolute peach.

2 (3) WWF Smackdown

■ **THQ** ■ £29.99
It's got more hair than Julia Roberts' armpits. Rockin'!



3 (-) Tony Hawk's Skateboarding

■ **Activision** ■ £19.99
Kick-flippin' its way up the charts on the cheap.



4 (1) Colin McRae Rally 2.0

■ **Codemasters** ■ £29.99
Skidding its way off the top-spot after one month...



5 (-) In Cold Blood

■ **SCEE** ■ £29.99
Sneaking in at five, but how long until it's found out?



6 (2) World Championship Snooker

■ **Codemasters** ■ £29.99
So realistic, you almost expect to see Chas 'n' Dave.



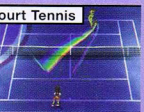
7 (10) Rayman

■ **Ubi Soft** ■ £19.99
Shoo! Go on you 'orrible little git, get out of here!



8 (-) Anna K's Smash Court Tennis

■ **SCEE** ■ £9.99
Ten pounds? What a service! A real smasher! Ace! Etc.



9 (-) FA Premier League Manager 2000

■ **EA Classics** ■ £9.99
Not as good as *LMA Manager*, but hey... It's a tanner!



10 (5) Hogs Of War

■ **Infogrames** ■ £29.99
Filthy swines still battling away in the top ten...



11 (7) Crash Bandicoot 3: Warped

■ **SCEE** ■ £19.99

12 (4) Vagrant Story

■ **Square Europa** ■ £29.99

13 (9) F1 2000

■ **Electronic Arts** ■ £29.99

14 (16) Metal Gear Solid

■ **Konami** ■ £19.99

15 (8) Star Wars: Jedi Power Battles

■ **Activision** ■ £29.99

16 (25) Tekken 3

■ **SCEE** ■ £19.99

17 (14) Spyro The Dragon

■ **SCEE** ■ £19.99

18 (16) Command & Conquer: Red Alert

■ **Electronic Arts** ■ £9.99

19 (20) Destruction Derby Raw

■ **SCEE** ■ £29.99

20 (17) Tomb Raider III: Adventures Of Lara Croft

■ **Eidos Interactive** ■ £19.99

21 (12) Medal Of Honour

■ **Electronic Arts** ■ £29.99

22 (15) Syphon Filter 2

■ **SCEE** ■ £29.99

23 (-) The FA Premier League Stars

■ **EA Classics** ■ £9.99

24 (6) Euro 2000

■ **Electronic Arts** ■ £29.99

25 (-) Tiger Woods PGA Tour 2000

■ **Electronic Arts** ■ £29.99

26 (18) Gran Turismo 2

■ **SCEE** ■ £29.99

27 (36) Worms

■ **Infogrames** ■ £9.99

28 (37) Army Men: Operation Meltdown

■ **3DO Europa** ■ £34.99

29 (30) Resident Evil 3: Nemesis

■ **Eidos Interactive** ■ £34.99

30 (27) Cricket 2000

■ **Electronic Arts** ■ £29.99

31 (38) LMA Manager

■ **Codemasters** ■ £34.99

32 (-) Silent Bomber

■ **Studio 3** ■ £29.99

33 (31) Disney World Quest: Magical Racing Tour

■ **Eidos Interactive** ■ £34.99

34 (-) A Bug's Life

■ **SCEE** ■ £19.99

35 (22) Grand Theft Auto

■ **Take 2** ■ £19.99

36 (-) Populous: The Beginning

■ **EA Classics** ■ £9.99

37 (-) Jurassic Park: The Lost World

■ **EA Classics** ■ £9.99

38 (24) Premier Manager 2000

■ **Infogrames** ■ £34.99

39 (-) Sled Storm

■ **EA Classics** ■ £9.99

40 (34) Tomb Raider: The Last Revelation

■ **Eidos Interactive** ■ £34.99

Pzzing! Pzzing! Zzzzz...

- **Activision**
- Shoot 'em up

Why can't we have a good *Star Wars* game on PlayStation? Why? Why? WHY? This limp-wristed yawn-fest is scraping the barrel stuff, and seriously unfashionable. There is a chance that the other two forthcoming *Episode One* games (*Star Wars Demolition* and that super-deformed one) will be alright, but... hang on, is that a pig flying past the window?



Did you spill my pint?

- **SCEE**
- Beat 'em up

There is nothing like *Tekken 3* on the PlayStation. A whopping 23 characters, all of them hard as nails and damned groovy looking they are too, in what is still the best example of what the PlayStation can show you. Unmatched gameplay that has all the experts and baby-stub fingered button bashers having a jolly good time. Quite simply, the pinnacle of beat 'em up craftsmanship.



No stalker? Then buy this!

- **Eidos**
- Survival horror

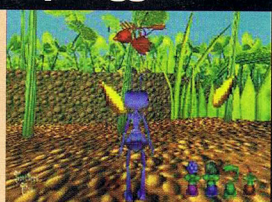
The series was in serious danger of getting stagnant and almost comical in its execution – there is only so many shocks a game can generate. But *RE3* managed to keep things fresh and creepy. The PS2 is the only way forward for the *Resident Evil* games now, unless of course Capcom decides to do a *Scream*-like spoof!



Won't you stop buggin' me!

- **SCEE**
- Platform

We never had a problem with the film. The film was ace. But there was just something grotty and cheap about the this tie-in game. Even the colours look drab in stark contrast to the sharp and vibrant look of the Disney/Pixar movie. The difficulty is also a problem. It's too damn hard for kids, and adults soon get bored.



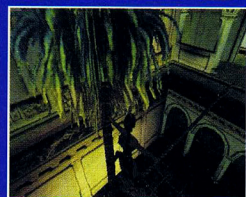
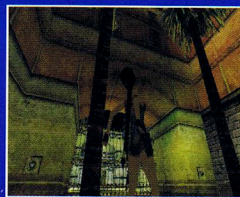
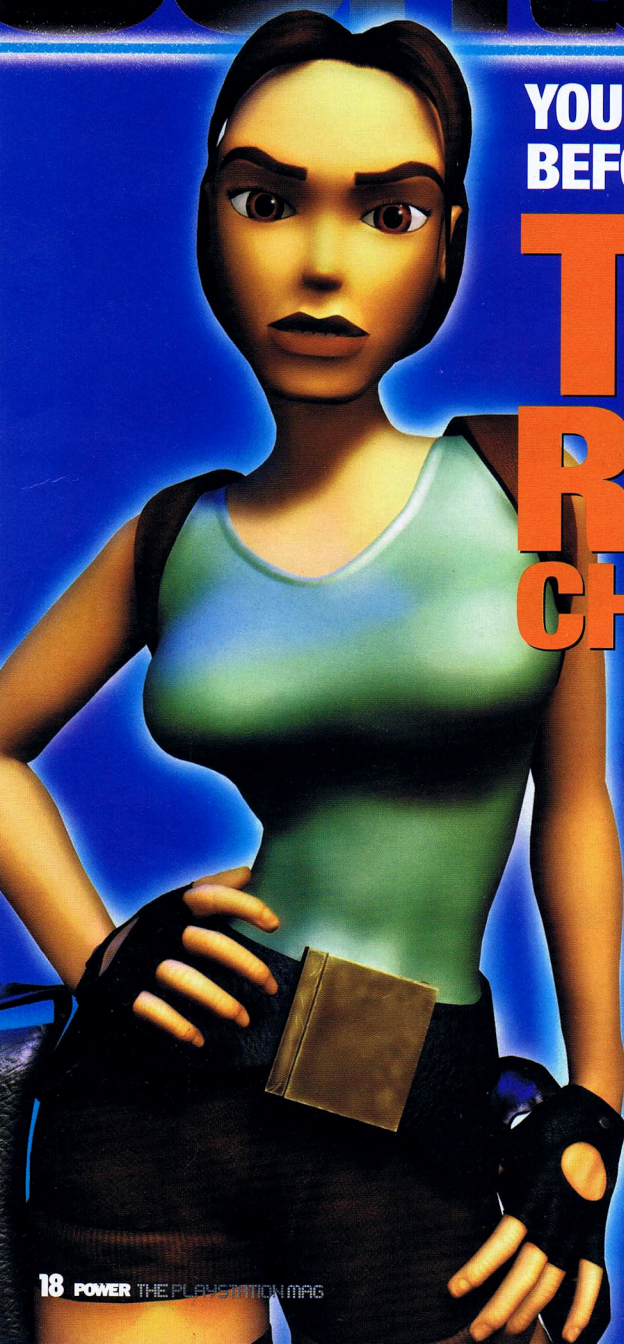
new caribbean style
**Sunny
Delight**

reach for the
new caribbean sun
and on you go

First Contact

YOU AIN'T SEEN THIS
BEFORE, RIGHT?

TOMB RAIDER CHRONICLES

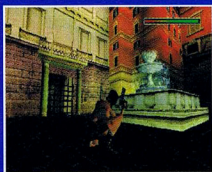
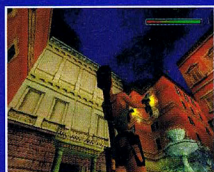
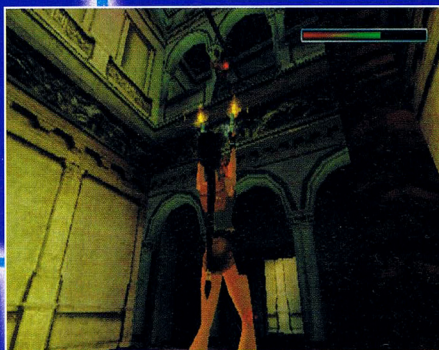
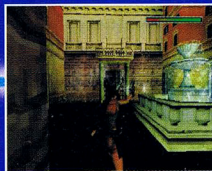


She's back... or is she?
We find out whether
Lara Croft has really
cheated death with an
in-depth preview of her
latest adventure, *Tomb
Raider Chronicles*...



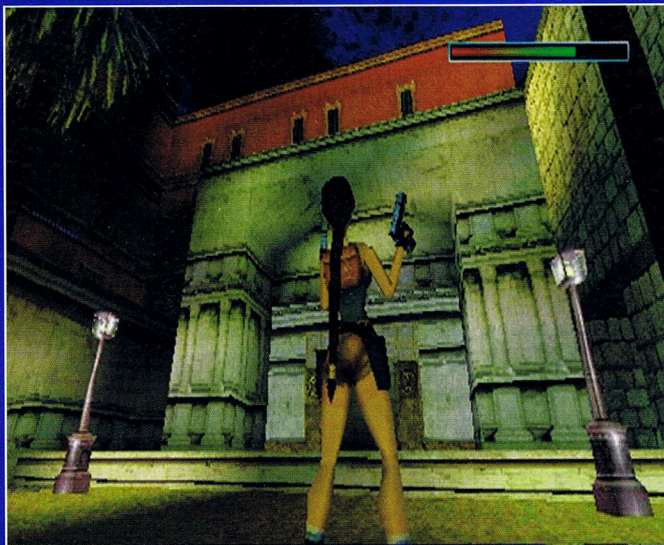
Under Construction

Core's choice of Rome as one of the locales in *TRC* is ambitious to say the least. So far, the graphics have managed to capture something of the detailed, gorgeous-looking architecture of the Italian city. Hopefully we won't have to watch Lara crawl around at a snail's pace because the CPU is overworked!

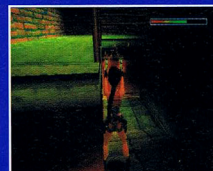
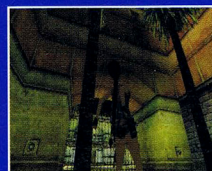


The Levels: Rome

As well as incorporating the training section of the game, Rome promises to be the most good looking. Intricate architecture will recreate the Italian city in all its glory. The action begins in an Opera House and involves Larson and Pierre, characters from the earlier games. They double cross Lara while she's trying to buy the Philosopher Stone (which has the property to turn lead into gold) and the fun ensues.



(Above) A little bit of artistic license has been used for Rome. We doubt you'll see the Trevi fountain however.



The *Tomb Raider* series is in desperate need of an overhaul in every department. Although *Tomb Raider: The Last Revelation* has sold at a steady pace, occupying a space at the back of the gaming world's conscience, it's a ripe example of how the adventure series has failed its legion of hardcore fans.

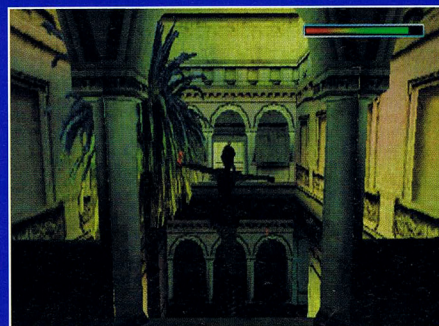
The main problems lie with Core insisting on stuffing the games with more and more cosmetic additions and spending less time trying to recapture the brilliance of the first *Tomb Raider*.

Every gamer worth his salt would have to agree that *Tomb Raider* was perfectly balanced. There was a simplicity and logical progression to the game that hasn't been matched since. We

may have scored *The Last Revelation* highly, but all of us realise that the magic has gone from the love affair with Lara.

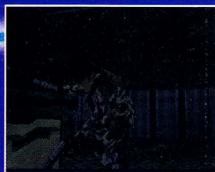
CROFT'S ORIGINAL

In an attempt to re-create the romance, Core has delved back into Miss Croft's past to find out what events shaped her into the buxom adventurer we so love (apart from an early puberty). The new plot ties in with the ending in *The Last Revelation* and the disappearance of Miss Croft. In *Chronicles* six characters from Lara's history (Winston the butler, Father Dunstan, Jean Yves, Werner Von-Croy, Larson and Pierre) now retell some of her past adventures (hence the title of the game). After an FMV sequence or a cut scene you



Tightrope walking is going to be a way of crossing rooms into new areas. You'll even be able to make your own tightropes with the grapple.

FIRST CONTACT



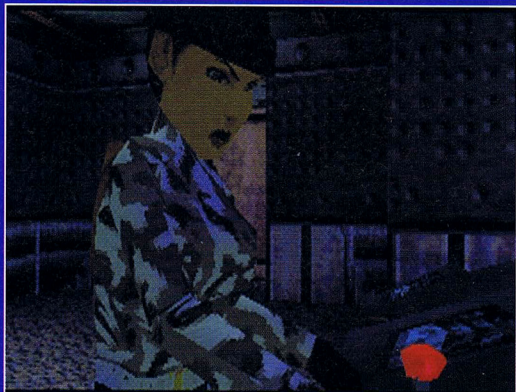
The Levels: U Boat

Lara will be pulling on her thermal underpants for a chilly level on a submarine. With a deft nod to the very spooky *X-Files* episodes Colony and End Game, Lara's job is to investigate a U-boat trapped in ice in Russia.

Lara'll be slipping into various new costumes. Shame there's no bikini for the snow levels.



Hmm. Big yellow control room and very industrial looking area. A clue methinks?



There are more cut scenes and FMV than ever. We wouldn't have it any other way.

▶ take control of the young Lara to complete each level mentioned in their stories. As you finish each section you'll get a little closer to working out what has happened to the large-breasted adventurer.

One of the ways Core is trying to put the spice back into the relationship is by streamlining the gameplay. For starters, while interesting, the vehicles in the previous games haven't exactly worked. Who remembers how dull the jeep level was in *TLR*? You could pretty much ignore the bomb-throwing baddie in the other jeep and simply drive to your objective with the minimum of fuss. Dull, dull, dull.

KICK-ASS ACTION

Lara doesn't have to rely on her guns any more. A new hand-to-hand combat option has been included to compliment the new stealth feature. Lara can now either turn to her trusty baseball bat (now where on Earth does she keep that?) to brain unsuspecting guards or she can even douse her snotty handkerchief in chloroform and knock out the unsuspecting bad guys

that way.

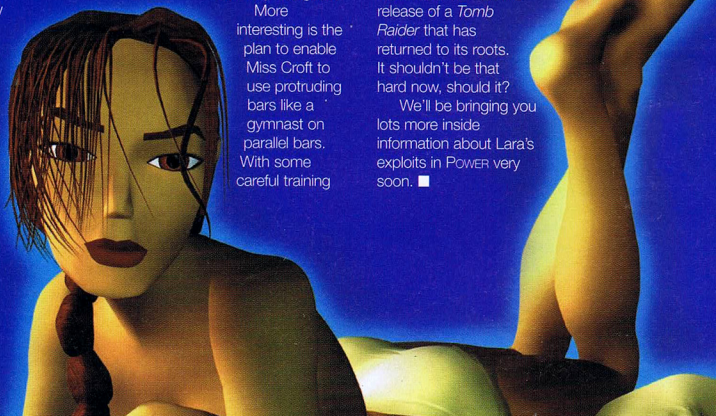
Other new moves include her new-found acrobatic ability. Ropes suspended between two points can now be walked across, tightrope-style. This has led Core to think about the possibilities of tying in the ability with a new grappling hook, not unlike *Tenchu 2*. Now the levels will have to be even more carefully designed.

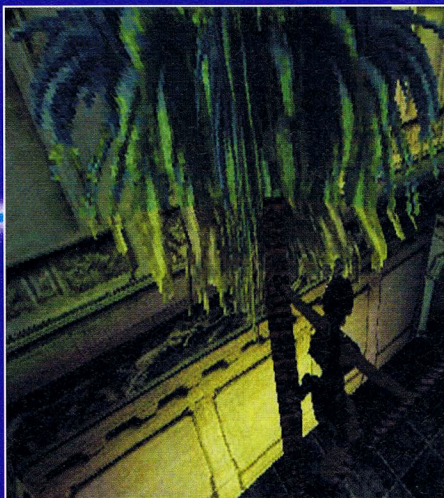
More interesting is the plan to enable Miss Croft to use protruding bars like a gymnast on parallel bars. With some careful training

you should be able to swing and grab any bars, poles or any other long protruding objects. Once you've mastered the tricky timing it will mean you will have to keep an extra beady eye out for new ways in which to progress in the levels.

We've all got our fingers and toes crossed that this November will see the release of a *Tomb Raider* that has returned to its roots. It shouldn't be that hard now, should it?

We'll be bringing you lots more inside information about Lara's exploits in *POWER* very soon. ■





Believe it or not the camera is even more dynamic than before.

The Levels: Spooky Island

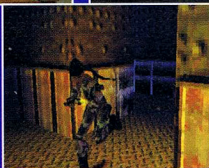
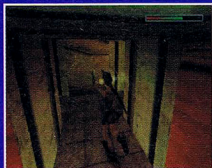
A young Croft is to be the star of this level. With more than a few references to a Famous Five adventure, you'll be investigating a haunted island near Winston's (the old butler) home on the emerald isle of Ireland.



When you get a big modern office in your plot, it's got to be an evil office.



While suffering from a nasty case of pre-menstrual tension, Lara Croft took her frustrations out on the wall... with both barrels.



The Levels: Tower Block

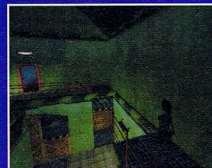
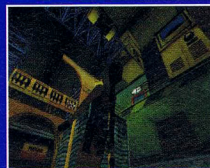
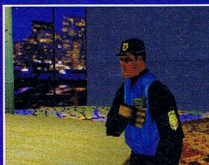
Looking not unlike Catherine Zeta Jones in the movie *Entrapment*, there will be plenty of opportunities to admire Lara's arse in her new black catsuit. This level will focus heavily on the use of technological equipment and her new stealth moves with an FMV movie of Lara hanggliding to a tower block before abseiling down and infiltrating the building through a ventilation shaft.



The security guard had to check his nipple carefully in the corridor.



See, they've even got an army of evil guards for the evil office.



The graphics have an authentic look for the submarine levels, they've used a lot of black and yellow textures. It works, doesn't it?

PREVIEW

THE FUTURE STARTS HERE...

 **JUMP TO** 28MOH UNDERGROUND 31JUNGLE BOOK 32INCREDIBLE CRISIS

FINAL FA

● **first play** Square's flagship adventure series is back for a record ninth installment – and the Japs have gone nuts for it. We've played it to death to see what all the fuss is about...



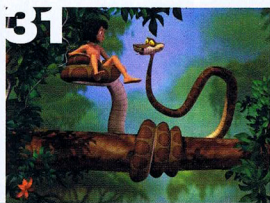
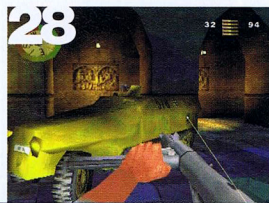


This means that the game is out in Japan and available to buy. Consult your nearest importer for details.



This means that the game is out in the US and available to buy. Consult your nearest importer for details.

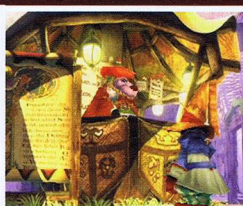
PREVIEW



FINAL FANTASY IX



"You wouldn't like me when I'm angry!" Take too many hits during a battle and you'll turn tickle pink before kicking-ass..



(Top right) Zidane gets involved in an impromptu mock sword fight after busting into the royal palace, and wandering straight on stage in front of a large crowd.

DETAILS

TYPE
RPG

RELEASE DATE
Out now (Japan)

PUBLISHER
Square Europe

DEVELOPER
Squaresoft



There's a battle currently going on amongst our readers as to which game is better – *Final Fantasy VII*, or *VIII*. Well the funny thing is, number *IX* has just come out in Japan, and it's better than both of them... put together.

No exaggeration, *Final Fantasy IX* is fantastic, and here's why... Starting in treacherous waters beneath the eye of a particularly pop-eyed storm, a young maiden is tossed around a boat in what

we soon learn to be a dream sequence. If we were dream analysts – and we're not – then we would suggest that her stormy nightmare highlights some kind of excitement and adventure lacking in her life. Sure enough, it only turns out that the lass in question is Princess Garnet, and we gather that she is tiring of her humdrum life in the palace.

WOMEN IN LOVE

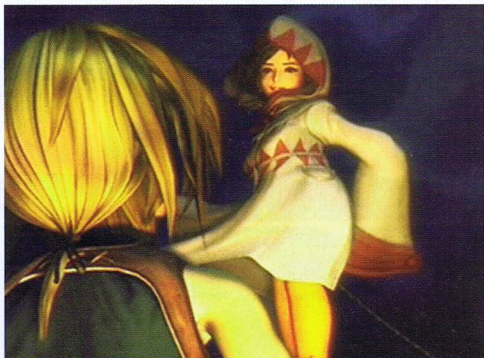
When this rolling, spectacular FMV intro sequence (which also comes with a superb sound-score, credits, and colours so vivid they'll be etched onto your eyeballs hours after viewing) has run its course, the action switches to a completely different scene, and it is here that we meet Zidane. Not the monk-topped French hero of France '98 and Euro 2000 you understand, but a stumpy-legged, mop-haired pixie with a tail. That's right, gone are the chiselled jaws and frowns of *Final Fantasy VIII*, and in is awe-inspiring escapism

encapsulated in an enchanting fantasy world, that you'll leave, but never leave.

When the game starts proper, you actually turn out to be none of the aforementioned characters, instead you are a stout little wizard called Vivi Ornitier (all of the names can be changed to whatever you want, by the way). Enough about the characters though, in time you will all come to know them – so how does it play? Well, with the scene being set by such an extravagant intro, you are instantly at ease in the new surroundings. Your character glides through the opening playing area – the vast, sprawling town of Alexandria, interacting with the locals. The control system feels quick and responsive, not sluggish like lesser RPGs. Chatting with the townsfolk isn't much of a process though because of the Japanese language barrier, and involves little more than rapid button bashing until the text is gone and control is restored. But even this major



(Above) Steiner raps Quina Quen (the floppy-tongued cook) over a 'suspicious' hair in the Queen's soup. (Right) She looks like she is going to jump... but it's all part of a rather elaborate escape plan.



Getting into the royal palace was easy, getting back out again isn't quite so straightforward. Sparks fly in the ensuing battle...

obstacle doesn't hamper your play too much because the body language of the in-game characters is so accurate and convincing that you can almost understand the plot, regardless of the legibility of the text. Strange, but true!

THE GREAT ESCAPE

In the town, you can enter any building, go on mad chases across the rooftops and even challenge young girls to a skipping competition (yes, those great *Final Fantasy* sub-games are back with a vengeance). None of the sub-games we saw in the early stages of this game were anywhere near as good as the whole chocobo breeding and racing genius of *FFVII*, but what we did see whetted our appetite for greater things that will undoubtedly come.

In regards to the skipping competition, Ornitier is awarded special trading cards if he can manage a certain number of skips on the rope. All you have to do is press the right button at the right time to make him jump, but it takes a lot of concentration. So does another, slightly later sub-game whereby you have to perform a choreographed sword fight, as Zidane, in front of a packed palace audience. This time you have to press the corresponding button to the symbol that the audience shout out. Shallow, but very, very addictive.

Back to the story briefly, the paths of all four of the game's main characters cross very

early. There's a big bash going on at the Royal palace, and Ornitier attempts to gatecrash the party with a forged ticket given to him by a sympathetic guard (gee, thanks!), but when that fails he finds a back way in across the town's rooftops. Zidane infiltrates the palace by parking his almighty airship next to the palace and then creeping in past the guards. The other two characters are the Princess, and Adelbert Steiner, a big-hearted guard who is only too aware of the Princess' secret heartache. Together, the four of them escape the palace confines intact and head off in Zidane's blimp for pastures new and four discs worth of adventures.

FIGHT THE POWER

The combat system in *Final Fantasy IX* is still turn-based, and we accept that this is never going to change. As soon as a fight starts brewing, the party of four is warped to a battlefield to engage in combat. Each of the four characters has their own specific strengths and weaknesses, and part of the challenge is learning how to utilise them all to maximum effect. Zidane for example is

more of a quick-footed thief that can use stealth to duck in and out of places, looting them of all valuables in the process. Steiner is an armoured killing machine though, and can slice and dice like Jamie Oliver with a firecracker up his arse. Ornitier is a dab-hand at spell-casting, and Princess Garnet has soothing, healing qualities. Like the last two games, *Final Fantasy IX* once again features Guardian Forces, although this time round they're referred to as 'Sacred Beasts'. They consist of giant creatures that can be called upon to assist you in battle, but if you get them to perform mundane tasks such as defeating weedy enemies, they may give you the cold shoulder and refuse to help -

the temperamental buggers. These creatures also become more efficient when good karma is generated. If you play the game in the correct manner by helping others and giving the best answers in the many conversations, then the Sacred Beasts will become stronger and more efficient.

Make no mistake, there is a big-ass story being told here, and the developer is keen to express every single element of it. To ensure that no stone is left unturned, Active Time Events have been introduced. By pressing the SELECT button when you are





(Top) Sparks fly in the new, four-pronged fight sequences. (Above) The Queen of Alexandria is a nasty piece of work, no wonder the Princess buggered off...

prompted by an ATE logo appearing on-screen, you are given the opportunity to view events that are taking place at the same time as you are playing as someone else. Choosing not to view these ATEs won't affect the outcome of the game, but if you want to see the complete saga unfold, then you'd be well advised to check them all out.

FANTASTIC JOURNEY

Other new features of *Final Fantasy IX* include the new battle effect. Replacing the Limit Breaks of *FFVII*, a bar at the bottom of the screen charges up as your character takes damage during battle. When it

reaches the maximum capacity, your character will go into a trance, meaning that their attacks are enhanced and the subsequent damage they take is greatly reduced. Also, you don't have to waste time searching around areas that aren't worth searching because whenever something that needs to be examined is nearby, a "?" will appear over your character's head. Easy, eh?

It is little wonder that the game shifted over two million copies in its first week of release in Japan – making it the fastest-selling PlayStation game of all time. Everything about it is just pure class. A European release is scheduled towards the end of the year, so get saving for the most extravagant, captivating, and beautiful adventure ever seen! ■



(Above) Charlie's Garden Army battled in vain to rid the lawn of the mighty Triffid. (Left) Just one example of some of the top-quality FMV contained in *Final Fantasy IX*.

THE BEST BIT SO FAR...



The game is full of small sub-games, but the best one is this choreographed sword-fighting sequence. You are prompted as to which buttons to press, and by pressing them in time, the on-screen characters will perform a mock fight.

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THE SEXIEST GOTHIC HOR



Koudelka, it's not just men *who fall at her feet*



"Even if you don't like survival horror, or RPGs, you should try to use a FMV ripper to watch the movies"
www.gamefaqs.com

"It's refreshing to see an RPG that's willing to break the fantasy / sci-fi stereotypes; it's exciting to see one as polished and promising as Koudelka"
www.gaming-intelligence.com

"Graphically speaking, Koudelka is wonderful. The introductory FMV features a fabulously realized foggy landscape and the most realistic clouds ever seen in a game"
www.rpgamer.com

**AVAILABLE:
SEPTEMBER 29TH**

SNK®



www.koudelka-game.com

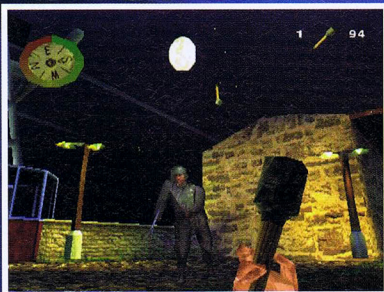
ROR ROLEPLAYING GAME!

Medal of Honor

● **UPDATE** We're going underground, so let the boys all sing and let the boys all shout for tomorrow...



(Above) You can catch lobbed grenades and chuck 'em back!



(Above) Kate Adie was so dedicated she would risk anything to get an exclusive interview with a Nazi stormtrooper...



The Superbike championships were much more dangerous back then.



(Above) Even the Eiffel tower makes an appearance in the game. Tres bien!

DETAILS

TYPE

Shoot-'em-up

RELEASE DATE

October 2000

PUBLISHER

Electronic Arts

DEVELOPER

Dreamworks

Let's face it, history lessons aren't exactly the most enjoyable way to learn about all things past. For a start, those long-winded tales of old are always a laugh when they come from your grandparents around the tea table.

And where would we be without a decent Hollywood blockbuster to teach us what

went on in the past? For example, how else would we know that Leonardo DiCaprio actually died on the Titanic's maiden voyage if it wasn't for the film? Exactly.

Hurrah then for *Medal of Honor Underground*, the sequel that teaches you yet more about the Second World War and killing Nazis. It really happened you know. Well, probably.

MANON OH MANON

The fact that it's called *Underground* needn't get prospective cave dwellers excited, because very little of the action takes place beneath the earth. You play as Manon, a lovely (or not so lovely if you're a German soldier) female member of the French Resistance – those of you that progressed through the first *Medal of Honor* will remember her sultry mug.

So, as Manon, you have to wander around the new, larger

f Honor Underground



(Above) Petrol bombs are the perfect weapon for wiping out a whole wad of enemies.



(Above) The levels are at least twice the size of those in the last game, which is rather nice.

levels shooting every swastika-embellished fool that dares to cross your path. And, you must complete the other tasks you are given in a bid to ensure that the Resistance lives on and the war is won. Again.

BIGGER GUNS

Our first impressions were that this could simply be more of the same old shooting, which is not necessarily a bad thing, considering that the first game is definitely one of the best shooters you'll find. However, that would have made this sequel a bit of a let down.

You can imagine the clenched fist of joy that we held aloft, then, when we realised that this sequel has truck loads to offer over the original game, and it pushes the PlayStation right to the limit too. Which means it's as good looking, as big and as action packed as these types of games are ever

THE BEST BIT SO FAR



going to get on your current console. Excellent.

The first thing that make the game stand out are the visuals. Much slicker than the original, this looks about as good as you can expect to get on the original PlayStation. As well as this visual feast you can look forward to levels which are at least half the size again of those in the first game. Now you get some idea of how huge this is going to be. The levels are much more diverse than the first time around too, with new features such as interaction with different friendly characters who

Undoubtedly the funkiest new additions to this sequel are the mounted guns that you'll find dotted around some of the levels. There's no need to watch how much ammo you have – the mounted guns have unlimited rounds, so get shooting!

will even shoot enemy for you, ensuring that there's much more to do in this game than just plain old shooting.

Seasoned players of the first game had better watch out too – *Metal of Honor Underground* is a much tougher challenge than its predecessor. Add to these features stacks of new enemy vehicles and mounted guns, which have an unlimited supply of bullets, and you're well on the way to a game that surpasses any shooter that we've seen on the PlayStation. It's certainly looking that way. ■



(Above) The new vehicles take some serious fire power to get rid of. It's just a shame that you can't get in them yourself.



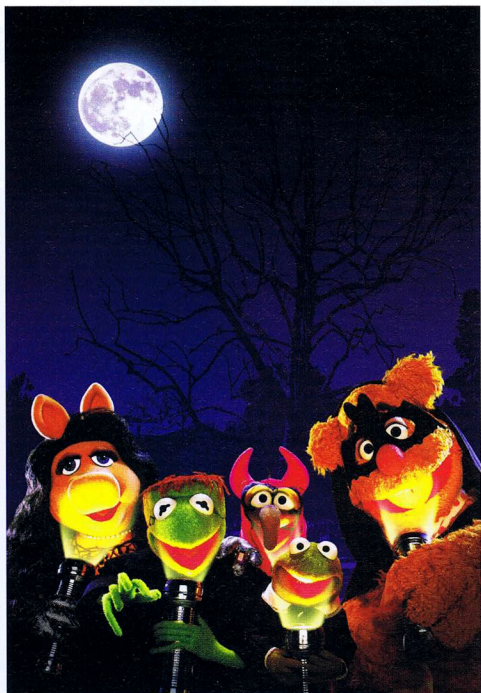
(Above) Sting was desperate to send that SOS out to the world and ensure that someone got his message in a bottle.

Muppet Monster Adventure

● **FIRST LOOK** It's time to take those famous puppets on an adventure. Monster! Monster!



(Above) All sorts of weird and odd creatures show up in the game. But are you scared? We're not.



(Above) The Power team loved their nights out on the town so much that they even dressed up for the occasion. Can you tell which one is which?

DETAILS

TYPE
Platform

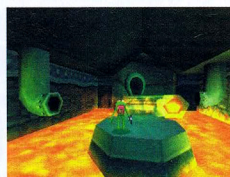
RELEASE DATE
October 2000

PUBLISHER
SCEE

DEVELOPER
Magenta Software



Everything gets a bit American Gothic.



The worlds all look very different.



Because he's a frog, Robin can swim.

There's something very weird about the Muppets. They just won't stop appearing in films or being very popular. Maybe it's not such a bad thing that these puppets are still around, though. After all, there is endless mileage in the pig/frog on/off relationship, isn't there? Well, we can't stop laughing. Honest.

Whatever your feelings, though, they're about to hit your 'Station again, and this time, it's a

Monster Adventure. The thing that sets this game apart from all of the other Muppet titles out there is that this one is shaping up to be quite good.

In a traditional 3D platforming type of world, you take the role of Kermit's undoubtedly funky nephew, Robin, and you have to run, jump, glide and dance around the six different worlds that are all guarded by an monstrously ugly Muppet boss.

DO THE MASH

Can the diminutive amphibian do it? Well, as each world is closely guarded by a mutated version of one of the more famous Muppets (keep an eye out for Gonzo as

Count Gonzola and Kermit as Frankenstein's monster), young Robin may find it tough.

However, the chances are that there'll be plenty of fun along the way, so, if the little fella faces a brutal, bloody or agonising death in his quest to save the world, it won't be in vain, will it?

With a backpack-full of different useful items at Robin's disposal and the ability to transform into loads of odd creatures, this game could well be diverse enough to stand out from the crowd of other platformers out there, although the jury is still very much out. ■

THE BEST BIT SO FAR



Details of this funky platformer are still a touch sketchy at the moment, but from what we have seen of the game so far, we can deduce that the best bit is undoubtedly little Robin and the fact that he is so cute. Awww, we're welling up here.

JungleBook

Rhythm'n'Groove

● **FIRST LOOK** Escape from mankind for a while with beastly buds Bagheera and Baloo for some musical magic!

DETAILS

TYPE

Party

RELEASE DATE

November 2000

PUBLISHER

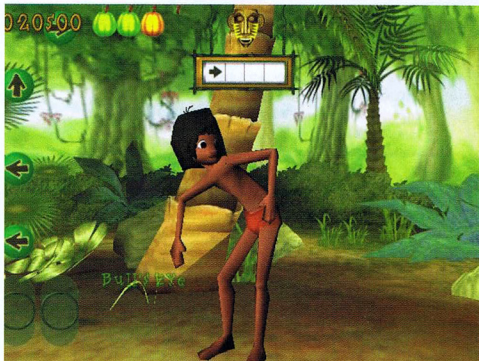
SCIE

DEVELOPER

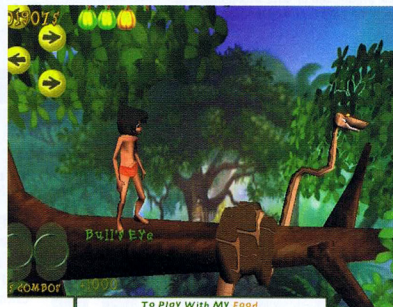
Disney Interactive



(Above) Mowgli's chimpanzee chum demonstrates his new knuckle spin breakdance manoeuvre. Beedy-bop!



(Above) The rave lasted all night but only Mowgli and Shere Kahn were left.



(Above) That slimy Kaa is not to be trusted. All he wants is to crush you until you pass out and then gobble you up whole. Devious snake!

Remember that scene from the original Disney *Jungle Book* film when Mowgli is kidnapped by the apes? King Louie breaks it down that he wants to be like you (and Mowgli) with a song and dance routine. The place lights up and Mowgli finds himself... ahem... aping the monkeys. Now check out these screen shots, because that's exactly what you get to do in the game!

Rudyard Kipling's tale of merry creatures is the perfect vessel for a quirky *Parappa The Rapper* style of game. And don't try to tell us that you're not into the *Jungle Book* anymore, because we know you're lying. There's no room for pretensions here. What's fun is fun and always will be. This is a great chance to relive some fantastic

moments from the film, and *POWER*'s well up for a song and dance to classic tunes.

HULLA-BALOO

The game closely follows the plot of the movie, where Mowgli, the man-cub who's been brought up by wolves, decides to run away before the pack send him back to mankind. Bagheera, the panther, follows the boy to keep an eye on him. Then he gets ditched for a moment when the man-cub meets bear bum Baloo for a lesson in idle life. Hypnotist snake Kaa lulls you into his lair, before the adventure builds up to a confrontation with man-eater Shere Khan, the tiger.

The marvellous levels extend to nine locations, all plush greens and jungle fauna beautifully recreated for the great looking characters to perform in. Mowgli and his four-legged pals are

rendered in smooth 3D, with some fantastic lighting falling across their cartoony figures. The *Jungle Book* characters have entered the third-dimensional world very well indeed. They almost look as if they're popping out of the screen!

You can get the gang in on the fun with you too for a proper musical sesh, which should be hilarious monkey business. And the game is peppered with absolutely lush CG movies that could resurrect those quality

animation moments from the movie in a modern style.

There doesn't seem to be anything exactly original about the gameplay, but the nostalgia attached to *Jungle Book* is bound to get us excited – we love the jungle boogie. Let's hope the developer gets the formula right, though, or we won't be happy man-cubs. ■

THE BEST BIT SO FAR



'You-ooh-hoo! (Scooby-doo) I wanna be like you-hoo-hoo. I wanna walk like you, talk like you, ooh-hoo-hoo'... You see, it's the songs that we love so. Some of the other jungle tunes you're treated to include Baloo's *Bear Necessities* and Kaa's *Trust in Me*. A true Disney anthem!

Incredible Crisis

● **FIRST LOOK** Prepare to make a drama out of this crisis



Clive soon realised that taking the '£50 to jump out of the window' bet wasn't as good for his bank balance as he had hoped.

MOST ODD

Like many Japanese games that have no fixed genre, *Incredible Crisis* is weird. You are Taneo, and you're having a bad day. However, rather than riding out the day and getting an early night to ensure that nothing else goes wrong,

Taneo keeps tempting fate and getting into all sorts of trouble. Cue a load of very quirky games then that will test your button-bashing and joypad-wagging skills to the limits. One level will have you riding down the street on a hospital trolley dodging traffic, while another will make you massage a lady friend on a ferris wheel. It's that strange. It should be fun, so don't be put off by its oddity. ■

THE BEST BIT SO FAR



Exceptionally original, this quirk-fest could well be the next odd game that everyone is talking about. Then again, it may be a touch too scary and it may be just too silly. Oh, and there could be a problem with the replay value once you've completed it too.

DETAILS

TYPE
Party
RELEASE DATE
October
PUBLISHER
Virgin
DEVELOPER
Polygon Magic



We can't help but think that this very Japanese game has lost something in the translation somewhere. For if it were to be realistically titled, it would be called *Man Having Bad Day, Nothing's Going Right And He May As Well Kill Himself. Can't Life Be Cruel Sometimes?* Still, *Incredible Crisis* is probably a bit snappier, so we'll let them off just this once.



The production of *Cats* was going well until the cats kidnapped some children.

Monster Rancher 2

● **FIRST LOOK** Train up a beast and make him fight. It's just like backstreet fighting clubs!

DETAILS

TYPE
Monster trainer
RELEASE DATE
October
PUBLISHER
SCEE
DEVELOPER
Tecmo

With Pokémon fever gripping the planet, and no chance that a Pokémon game will ever appear on your PlayStation, it's refreshing to know that something very similar is on its way.

Monster Rancher 2 is, basically, a fighting game in which you breed monsters and then make them fight each other. Go on! That's not even the start of it though, because not only can you create your own monsters, but you can also pop your favourite music CD into your PlayStation and let it design a brand new monster according to the music on the disc!

GOTTA LOVE 'EM

It's not all about scrapping mind, because you'll have to look after your little critters good and proper, and that means playing games



and exploring the world with your new chum. Oh, and the top thing for fans of the first game is that you can import monsters from the original into this all new world. Now that's funky fresh. ■



Make your own little monster and get him to fight someone else. It beats getting your teeth kicked out in the playground.



THE BEST BIT SO FAR

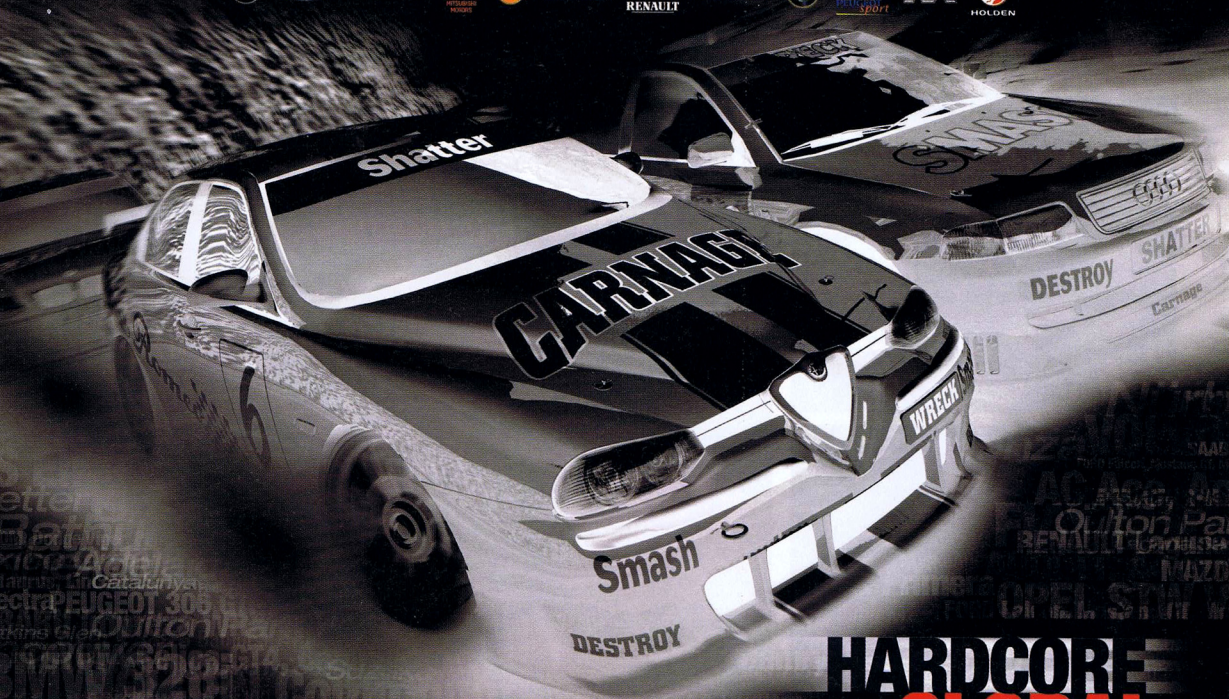


Monster Rancher 2 won't be everyone's bag because it is a little mental, but so long as it delivers with all the crazy features that it is promising, then it should be more than enough to keep all Pokémon people well and truly Pokéhappy.



Nice, pretty colours and solid looks makes for well-rounded graphics. Aho!

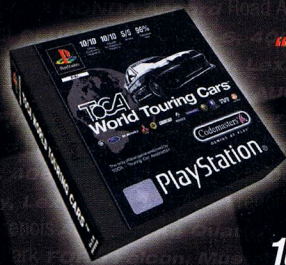
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**"TOCA World Touring Cars™ is the best track racing to be had on PlayStation...
...Move over Gran Turismo, here's the real racing simulator."**

Arcade

**"...unarguably the most exciting...
racing game on the PlayStation."**

Official PlayStation
Magazine

10/10

Official
PlayStation
Magazine

10/10

POWER
The PlayStation
Magazine

5/5

Arcade

96%

PlayStation
Max

Codemasters™

GENIUS AT PLAY™

Duke Nukem Land of the Babes

● **FIRST LOOK** Fulfil all your chauvinistic fantasies as every babe's hero, Duke Nukem!



There's a load of evil-looking mutant rats around the place. They're absolutely foul! Blast 'em Duke!

DETAILS

TYPE

Action Adventure

RELEASE DATE

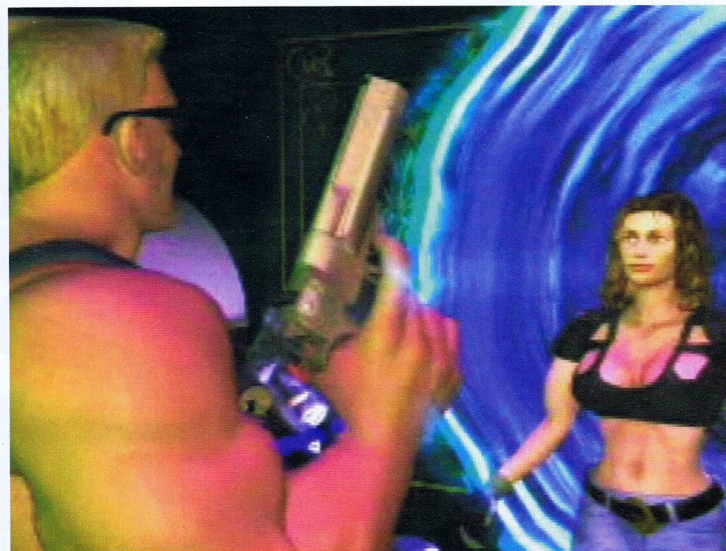
November

PUBLISHER

Infogrames

DEVELOPER

n-Space



Chilling in a (ahem!) strip bar, Duke is surprised by a bunch of Pigs. Duke 'nukes' them, then meets this lovely future babe.



but are totally wiped out leaving the women alone to fend for themselves. With a whiff of sexist suggestion that the fairer sex are unable to cope by themselves, the women restore their Time Machine to locate history's greatest hero, Duke, to vanquish the aliens.

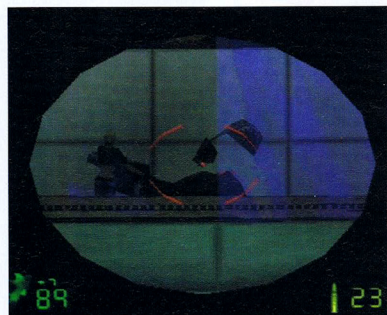
So he's back and in one time zone too, unlike in the time-travelling tale that was *A Time To Kill*. This time Duke will be basking in the vanity-boosting adoration of babes. They're all over the place and every beauty needs rescuing. Slick dude, but has Duke been beefed up for his third PlayStation escapade? Well, instead of a

health bar he's now got an ego bar that works like... well, a health bar. n-Space has made sure he isn't the same jerky mover he was in *Time To Kill* and has even included the option of varying the animation speed when you play.

New enemies include mutants that the evil aliens have bred and the Pig-Faced-Coppers. These guys are a little tougher, but not by much. This is very much the same sort of game as before, and it needs to be a lot more fun than the original to really win the hearts of Power. Unfortunately, and as much as we like them, it can't do it with just boobs and guns. ■

Every adolescent boy's wet dream must involve being adored by a planetful of busty, nubile and wanton babes who need you to ensure their well-being. It's a fantasy that satisfies every primal male urge – breeding and protecting of one's own... or something.

Anyway, this seems to be the underlying premise to *Land of the Babes*, which had to change its name from the aping homage to *Planet of the Apes*. In the future, aliens invade Earth to continue their breeding regime with the planet's women. The men retaliate

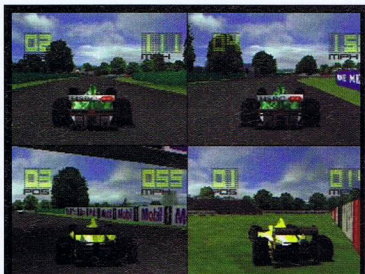


Duke Nukem: Land of the Babes fulfils your voyeuristic urges. Come on! It's natural! [Sal likes to peep on Clive y'see – Power]

THE BEST BIT SO FAR



Come on lads, you're gonna love the worshipping that the babes lavish upon you as Duke. If that doesn't stroke your ego, then nothing will. 'What's shakin' baby?' said the muscle-bound stud, Mr Nukem. The lady replied all aquiver 'Oh Duke, you're our hero!'



Formula One 2000

TYPE: Racing

RELEASE DATE: 6th October

PUBLISHER: SCE

DEVELOPER: Psygnosis

Three companies are battling for the attention of F1 fans this summer, but Sony is going to give it a good stab with possibly the fastest racer of the lot. It has faithfully recreated all 17 Grand Prix circuits including the new Indianapolis track and *Formula One 2000* is also the only F1 game to feature commentary from Murray Walker. Not only have weather conditions been included, but you'll get weather forecasts for race weekends and changes mid race. With all these features, *Formula One 2000* has done well in qualifying but has to prove itself against the competition.



F1 Championship Season 2000

TYPE: Racing

RELEASE DATE: 29th September

PUBLISHER: Electronic Arts

DEVELOPER: EA Sports

You might just remember EA releasing an F1 game barely six months ago. Well, this is the updated version. Team liveries, details about driver performance and a general tweaking of all the gameplay elements have been carried out for the F1 fans who'll notice the difference.

The new features may just encourage you to part with another 30 quid. The inclusion of subtleties in car damage, realistic slipstreaming, new visual effects (like smoke and reflections) and updated race stats might tip the balance for some but anyone who already owns *F1 2000* will have to read next month's Power review first.



102 Dalmatians: Puppies to the Rescue

TYPE: Action/Adventure

RELEASE DATE: November

PUBLISHER: Eidos

DEVELOPER: Crystal Dynamics

Kids are the target for the latest creation from the Eidos/Crystal Dynamics marriage. The action is based loosely on the *102 Dalmatians* movie. Your mission is to explore large levels in locations such as Big Ben, Trafalgar Square and Cruella De Vil's manor for all the missing puppies.

Within the 20 levels there are a further eight mini games. These will include puzzles, dog tricks and finding toys. The solid graphics and promise of loads of good looking FMV should provide the eye-candy for kids. Parents should add this to their Christmas shopping list.



Danger Girl

TYPE: Action/Adventure

RELEASE DATE: November

PUBLISHER: THQ

DEVELOPER: N-Space

Based on the popular *Danger Girl* comic in the US, THQ's effort takes the same form as *Syphon Filter 2*. You explore quite linear levels collecting pass-cards, shooting bad guys and checking out enemy bases and there are three playable characters, each of which has been lifted from their ink-and-paper incarnations. Saucier than a Bond film mixed with *Charlie's Angels*, it's bound to be a hit with the lads. Scott's been impressed with the gratuitous cleavage shots and if it works for him, it'll work on Clive... The only sensible boy, Kelvin, is on the case for a proper preview coming your way soon.



The Mummy

TYPE: Action/Adventure

RELEASE DATE: November

PUBLISHER: Konami

DEVELOPER: Universal Interactive

Konami has decided to tackle Lara at her own game and is producing its own tomb-raiding adventure for the PlayStation. Your job as the hero, Rick O'Connell, is to traipse into the Egyptian pyramids to find treasure, blow away any undead minions and rescue the girl.

The Mummy's game mechanics borrow heavily from *Tomb Raider*, for example Rick wields two revolvers and automatically targets any baddies in his line of sight. At this early stage the animation is looking a bit stodgy, but the game isn't due for a couple of months yet, so Konami has plenty of time to tinker.



Aladdin in Nasir's Revenge

TYPE: Platform

RELEASE DATE: November

PUBLISHER: SCE

DEVELOPER: Eurocom

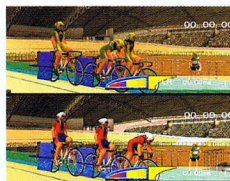
Aladdin's latest adversary is Nasir. She's decided to take revenge for her miscreant brother, Jafar, and the game starts with her plotting the end for Aladdin and friends.

Nasir's Revenge is very much in the 3D adventure mould with a platforming approach to getting around, but you'll get your fair share of swashbuckling in as well. The game stays true to its Disney roots with strong, good looking graphics and it uses the Dual Shock in a far more interactive way than many games before. *Nasir's Revenge* promises to be an adventure game to keep tabs on.

His legs take him 200m in 19.32 seconds.

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Sports Illustrated

Some spectacular sporting names have been stretching their limbs and preparing to show that they can perform on the biggest stage of them all – your PlayStation...

Suppose that this month's sporting showcases were a dog's dinner. They would represent an extremely balanced and nutritious feast. For starters, you've got the games that come around every year – the staple diet of meaty chum in jelly if you will. Added to this succulent bowl of bounty is a generous sprinkling of brand new titles, those that make up the dry filler to add contrast and texture. All that you need to add is water, and if you can't find a fresh supply, then feel free to drink out of the nearest toilet.

It's enough to make you drool uncontrollably, the line-up of upcoming sports games that is, and not the dog's dinner. Unless, of course, you're a cocker spaniel. And if you are, what are you doing reading this? In fact, if you are a literate dog, could you please pop by the Power office so that we could adopt and sell you? Thanks.

Be you canine or mere mortal, have a look at this month's crop of fresh sports games, all stretching their muscles on the training pitch ready to be the best that they can be by the time that they reach your PlayStation. So, let's kick off.

Image: Action Images



NHL 2001

TYPE: Ice hockey **RELEASE DATE:** October
PUBLISHER: Electronic Arts **DEVELOPER:** EA Sports

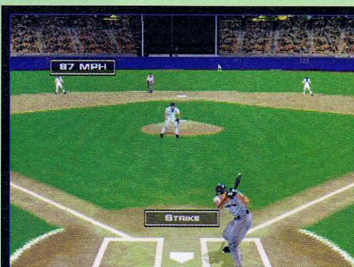
Over here, ice hockey may not be that popular, but the *NHL* series remains undoubtedly one of the most enjoyable and most accurate simulations that you can get your mitts on – especially in two-player co-operative mode. This latest version, then, is good news, especially considering that every *NHL* team is in there. Other improvements will be new player physics and plenty of camera angles to make sure you never lose sight of the puck. This should be very good, and the PS2 version even better!



MTV Extreme: Skateboarding

TYPE: Skateboarding **RELEASE DATE:** September
PUBLISHER: THQ **DEVELOPER:** Heavy Iron Studios

PlayStation skateboarding just keeps getting even more popular, with this latest MTV effort set to attempt to out-ollie the likes of *Tony Hawk's 2*. *MTV* features top skater Andy Macdonald and loads of licensed tunes from such funky bands as The Deftones, Cypress Hill and Goldfinger. There'll be loads of different combos to perfect too, with 60 tricks in all. Can MTV and skateboarding really turn out to be a combo made in skating heaven, or will it fall on its face and graze its knees? We'll find out soon enough.



Triple Play 2001

TYPE: Baseball **RELEASE DATE:** October
PUBLISHER: Electronic Arts **DEVELOPER:** EA Sports

Anyone that stays up late enough to watch baseball on Channel 5 will know that rather than being 'just rounders' it is actually a really enjoyable and interesting sport. It's home run-tastic news that *Triple Play 2001* is on its way then. Featuring loads of hidden bonuses and wacky secrets, this is more of an arcade-style baseball romp than a straight simulation, but there should well be enough new features crammed into it to please both the fanatic and the couldn't-care-less alike.

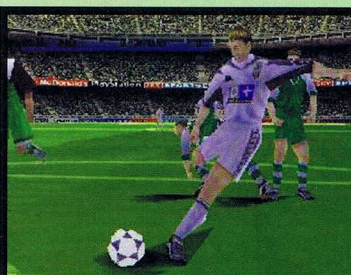


Naseem Boxing

TYPE: Boxing
RELEASE DATE: November
PUBLISHER: Codemasters
DEVELOPER: Codemasters

The time spent in development may be much longer than Mr Naseem's most tasteful tiger-skin shorts, but we've been assured that *Prince Naseem Boxing* is still very much alive and kicking, and ready to smack the will to live out of an unfortunate opponent very soon.

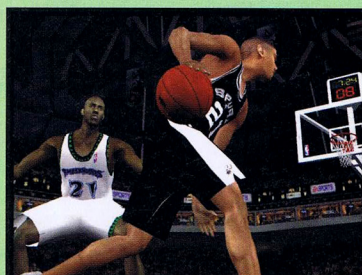
Rather than simply smacking someone up in just one way though, the game will feature three different modes of play, World Championship, Arcade and Career, ensuring that things are kept interesting. Rumours that you have to go around shouting your mouth off to everyone if you play the game are unfounded.



FIFA 2001

TYPE: Football
RELEASE DATE: November
PUBLISHER: Electronic Arts
DEVELOPER: EA Sports

The most popular football series forever and ever amen is back once again, as anyone without any knowledge of the future could have guessed about five years ago. But what's going to be new this time around? Well, to kick off, there's motion capture from Manchester's ginger menace, Paul Scholes, and Edgar 'nice shades' Davids which will contribute to making things look nice. But apart from that, we're promised that things will be improved on the gameplay front too. After all, there is a long, long way to go to catch up with the daddy of football games that is *ISS...*



NBA Live 2001

TYPE: Basketball
RELEASE DATE: October
PUBLISHER: Electronic Arts
DEVELOPER: EA Sports

After eventually establishing itself as the best basketball game on the PlayStation, *NBA Live 2001* is running about like a mentalist and bouncing the ball again, and this time, it's wearing louder and baggier shorts than ever and looking wonderful on PlayStation2. Details of this year's annual tip off are a bit sketchy at the moment, but you can be sure that all the correct players and teams will make an appearance. Another feature that you can expect is an all-new rewards system that allows you to unlock secrets such as player rating bonuses and different championship winning teams.



Chris Kamara's Street Soccer

TYPE: Five-a-side football
RELEASE DATE: August
PUBLISHER: Midas
DEVELOPER: Pixelstorm

Those of you that don't have a decent knowledge of lower division football will be forgiven for not having the slightest clue who Chris Kamara is. These days, Chris is a commentator on radio and TV, but in his playing and managerial days, he worked for loads of clubs including Leeds United, Swindon Town and Bradford City. His football game looks rather odd at first glance, but further inspection reveals a different style of game - this is five-a-side with super shots, female and male teams and some different rules too. Oh, and it'll only be eight bucks too. Groovy.



NASCAR 2001

TYPE: NASCAR racing
RELEASE DATE: November
PUBLISHER: Electronic Arts
DEVELOPER: EA Sports

America's favourite driving discipline gets a total overhaul under the bonnet for this latest release, because *NASCAR 2001* uses a brand spanking new game engine, and boasts all-new visuals and a totally different set of car physics too.

In addition, those lovely people at EA Sports have provided AI opponents that drive in exactly the same way as their real-life alter egos, night racing and a multitude of different racing modes. We could be on to something very interesting indeed. So long as you don't get bored to death racing around and around ovals.



Castrol Honda Superbike 2000

TYPE: Motorbike racing
RELEASE DATE: October
PUBLISHER: Midas
DEVELOPER: Midas

Wanting to improve upon Electronic Art's effort with the licence last year, Midas have snaffled the *Superbike* name. This time around bikers can be flung off their motorcycles when you're involved in a particularly nasty crash with any one of the 23 other competitors.

Yep, that's right, *Castrol Honda Superbike 2000* is the first game of its kind to offer so many bikes on the road at the same time. Add to that 12 circuits, changing weather conditions and full bike tuning and Midas might just be able to turn the game into gold. But then again...

The level of detail can be appreciated by every Spidey fan everywhere. This must have been a dream project for Neversoft.



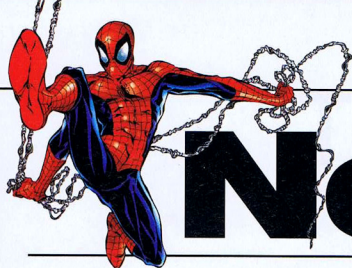
Neversoft file...

NAME: Neversoft Entertainment

BASED: California

Neversoft began life in June of 1994 and has since grown from three to over 25 employees. Luckily for them they have two of the biggest games you'll see this year in production: *Spider-Man* and *Tony Hawk's 2*. Neversoft is split into two teams. Joel Jewett, Neversoft's president, has been cracking the whip to make sure Chris Ward (lead artist) and Chad Findley (lead designer) finish *Spider-Man* on time. We caught up with them all in their sunny Los Angeles offices.

'From an artist's point of view the design is perfect; bold colours, big eyes. He's got all the criteria you need for a game character...'



POWER PROFILE

Neversoft

We caught up with the team behind Spider-Man to talk about comics, Stan Lee and the possibility of a sequel for the masked webslinger on the PlayStation 2

Why did you choose to do a Spider-Man game?

Joel: It was pretty clear to me from the business side of life that doing a Spider-Man game had the potential to make a lot of money. There hasn't been a new generation Spider-Man game yet. We knew that we had to get it right, but what eliminated the risk was this guy (points to Chad) who totally loves Spider-Man. When you have the man who has the talent and motivation to do a game that he really wants to do, then you're going to have something with that spark.

Chris: From an artist's point of view the design of him is perfect; bold colours, big eyes. He's got all the criteria you need for a game character.

How difficult has it been to recreate Spider-Man?

Joel: One of the things we didn't know how to do was to make him run. We were sitting there thinking 'How does he run?' You don't see that in the comic. Also, we had to think about how he gets into various positions. How does he move to get into that position and then what happens when he moves?

Chad: Nobody ever had to deal with that. One of the hardest things to do in videogames is transition between two extreme poses, and every pose is extreme. He's never just standing there and then goes into a normal run cycle.

Joel: You've also got eight buttons on the PlayStation controller and you almost don't want to use them all. The fewer buttons you have to use the more playable the game is going to be. You want the PlayStation to do a lot for you.

Our Spidey nut, Kelvin, wants to know why you didn't include the webbing detail on his costume?

Chris: We just forgot [laughs]. We forgot the freaking webbing, man! It's a resolution thing. If you go down to that size it's going to look like a pixelated mess.

Chad: We experimented a lot with that, but it just doesn't work.

Why didn't you make Spider-Man's adventure all dark and broody like some of the graphic novels?

Joel: We didn't want to make it gritty. We wanted to make it funny because we had to work on the thing for 20 damn months.

Chris: We wanted to make this a videogame and not a comic, not a film. We're a videogame maker so we wanted to make a videogame.

Joel: That really is our primary focus. While we were making the game we had to think about who was going to have the controller in their hands. That's one of the biggest difficulties about this game, that four-year-old kids will have it as well as 30-year-old guys. Everybody is going to play this game. How do you tune the game for that audience? That's why we have the Kid Mode.



One in the Oven...

TYPE: Tony Hawk's Pro Skater 2

RELEASE DATE: November

PUBLISHER: Activision

DEVELOPER: Neversoft Entertainment

Following on from their monster success with *Tony Hawk's Skateboarding*, Activision and Neversoft are set to release the much anticipated sequel.

Tony Hawk's Pro Skater 2 includes more of everything without tampering with the magic formula. A few more tricks have been added including Tony's very own gymnast plant and variations on the disaster move.

It's easier to string together tricks and you can now perform a manual (wheelie on one set of trucks) or nose manual (wheelie on the front trucks). On the Marseille level, for instance, it's now possible to make a complete circuit of the park by combining grinds and manuals, building up a massive points score in the process. We've seen it happen courtesy of some hardened gamers at Activision USA!

Even if you get bored of the selection of default skate parks, you can also load up the Park Editor and create your own gnarly skater's playground. The real-time 3D editor includes dozens of different obstacles for you to play with, and you'll even be able to save off your masterpiece and swap memory cards with your mates.

The tinkering doesn't stop there. You have the option to create your own skater from scratch with the ability to modify everything from the look of your skater to their trick set to determine what tricks they can pull off.

Next month *Power* gets its hands on the full review copy of the skateboarding heaven. We'll bring you the entire lowdown and then some.

Why did you use the *Tony Hawk's* engine? They're both such radically different games.

Joel: The engine is purely a display engine and that's Neversoft core technology that we've been building for a few years. Each team tunes that for their project.

Chad: Basically it saves us six months to a year of development time. We can get the game up and running much faster.

Has Stan Lee had much input?

Joel: Stan Lee is really not a part of it at all. He more like put his stamp of approval on it. He seemed to like it. He seemed happy with what we had come up with.

Why is *Spider-Man* a collection of sub-games as opposed to one huge adventure?

Joel: The whole thing behind that really is that we tried to make a kind of interactive cartoon. You get to play Spider-Man; you are Spider-Man. We wanted to mix the gameplay up so that it never gets repetitive and so when you come to each boss, their level can be based around what that boss really does.

Chris: We came up with a scenario for each level, like the Scorpion would try to get J J Jameson, and then think about how would we make that playable.

We hoped that you'd include street level detail on the web-swinging levels. Why didn't you do it?

Chris: Thank-you for that!

Joel: That would be technically impossible. We had a go. We did it first but it was just too complex.

Is something you'd like to do in a sequel for the PlayStation 2?

Chris: Even for the next-gen console, with games like this you've still got to mix it up. You could do street level and whatever else but huge environments are just not interesting really. It's all about involvement.

Joel: You always have to have certain constraints otherwise you'd get bored.

So did you look at other arcade games for ideas?

Chris: Influences come from everywhere, from the films you watch and the books and comics you read to just driving down the freeway.

Kelvin's come up with a few ideas. Maybe you could include them in a sequel?

Joel: There is a movie coming out at Christmas and if *Spider-Man* is a hit, which it should be, it would take at least a couple of years to do a PlayStation 2 version. Hopefully we'll do a PlayStation 1 sequel based on the movie. We don't have a deal yet but there's a very good chance we'll get that deal, but as of the moment we're not officially doing a sequel.

Cheers, fellas. We look forward to seeing *Spider-Man 2* in our Christmas stocking then!

AND YOU THOUGHT THIS WAS A TRAIN RIDE FROM HELL.



DELAYED

DELAYED

DELAYED

DELAYED

DELAYED

If this is your idea of a nightmare train journey, think yourself lucky. There's a soldier on board the NATO St Petersburg to Paris express who has to contend with merciless terrorists trying to blast him to pieces.

And he certainly doesn't have stale curly sandwiches to look forward to. Or cold cups of coffee. Just a perilous 110mph journey on the roof dodging gunfire from helicopters overhead. And if he's lucky enough to survive that lot, the poor mite has to deactivate a bomb to save Europe from nuclear disaster. In fact, to this brave soldier a points failure would be bliss. As for delays, that's the type of thing he can only dream of. So next time a leaf on the line makes your blood boil, remember, there's always someone a lot worse off than you.

chase the express

www.playstation.co.uk/express



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THE POWER OF PLAYSTATION



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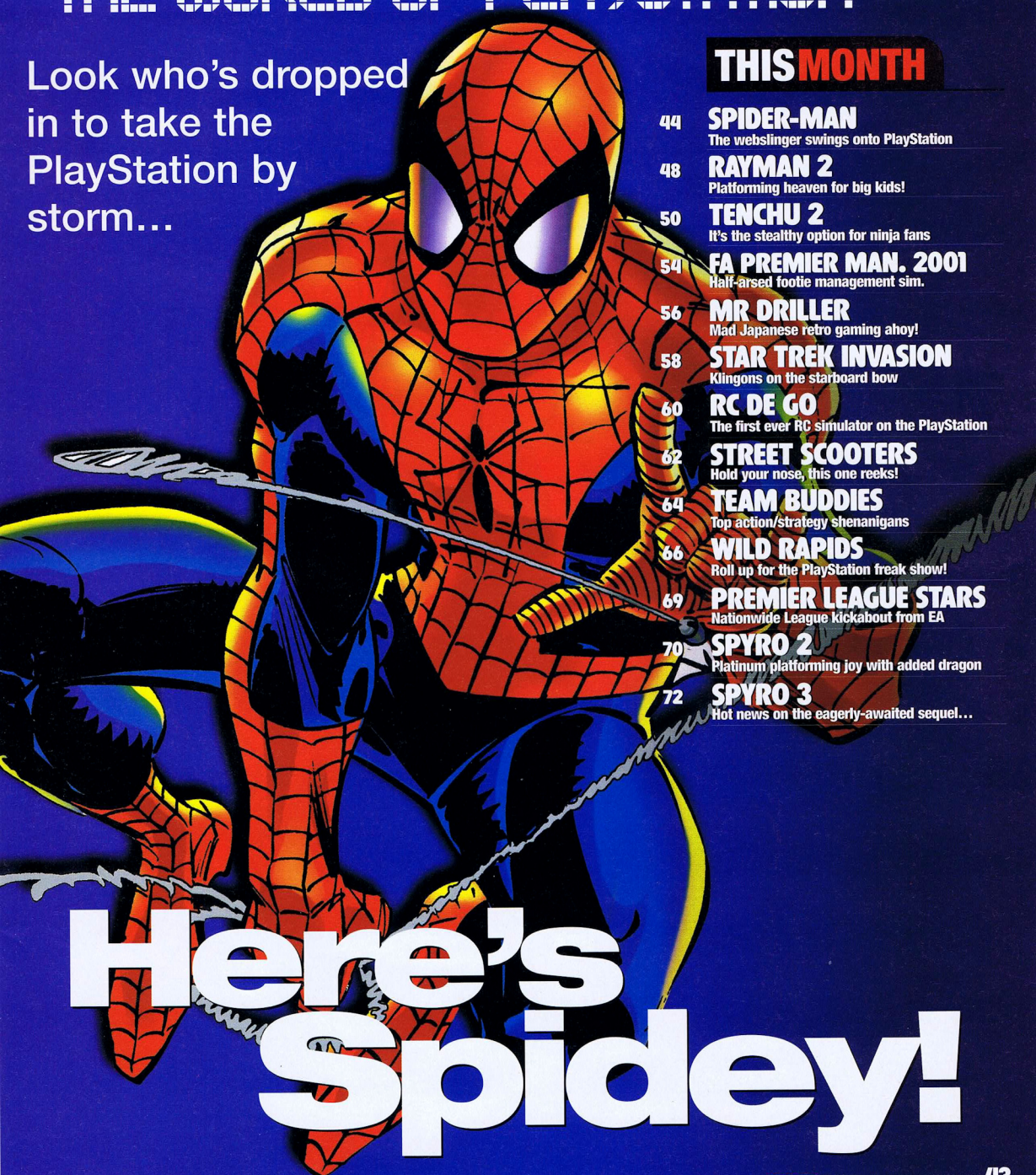
PlayStation

Reviews

THE WORLD OF PLAYSTATION

Look who's dropped
in to take the
PlayStation by
storm...

THIS MONTH

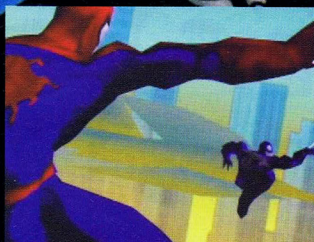
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Hot news on the eagerly-awaited sequel...

Here's Spidey!

REVIEW

Spider-Man

"Dear Stan, thank you for getting Neversoft to make the best Spider-Man game ever. From all of us, the True Believers."

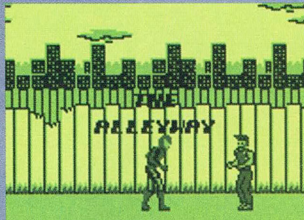


DETAILS

- **Release**
Out now
- **Publisher**
Activision
- **Developer**
Neversoft
- **Price**
£29.99
- **Number of players**
One
- **Extras**
Dual Shock
- **Website**
www.activision.com

PETER PARKER HAS GROWN UP

This is not the first time Spidey's been splashed onto a games console. The 16-bit machines saw quite a few appearances from Web-head, and the GameBoy saw three. All of them were platformers and not one was any good. The legendary Nintendo codester, Rare, made the first GB Spidey, and even that was rubbish. Good thing someone's finally done Spidey some justice, so hurrray for Neversoft!



The first GameBoy Spidey made people angry.

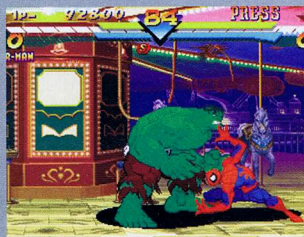
ANOTHER DAY STARTS FOR SPIDEY. FIGHTING CRIME AS USUAL.



Spidey's elegant press shot? No another GB game.



The Megadrive had a few lame Spidey games too.



The first decent Spider-Man and pals on the PS.



This should've been great with all these baddies.



A SNES game based on the top animated series.

With great power comes great responsibility. Peter Parker has had this philosophy ever since his first adventure as Spider-Man and the moment he realised what he had to do with the gift of his super powers. Now imagine that you're a games developer charged with the responsibility of creating a PlayStation game of one of the world's greatest superheroes. It's a matter that needs to be taken seriously. This is the world of superheroes after all.

That's just what Neversoft has done with their 'tiranulan' task. These guys obviously have a lot of respect for a character that is an institution in America. Even the game designer at Neversoft is a major Spidey nut, and as the game shows, this geezer has set out to be as true to our hero as possible.

Spidey's first 3D solo outing sees him doing everything that a Spider-Man can. *Spider-Man*, the game, perfectly captures the spirit of the comics and cartoons. When you see Spidey swing across to the top of a building during the opening scene, it's a moment akin to seeing Christopher Reeve, crimson cape flowing around his lycra-clad muscles, cruise through the air past the skyscrapers of Metropolis. Your jaw will drop and your voice will softly sound out the word 'Wow'. Any Spider-Man fan can be proud that their dream game has been granted to them.

It would be easy to reckon that this was a labour of love for the Neversoft lads, they've paid such close attention to the details. Spider-Man's daddy himself, Stan 'The Man' Lee, bids you 'Welcome true believers and

AND HIS AMAZING FRIENDS

Spider-Man is packed full of cameos from superheroes and supervillains from the Marvel universe. Black Cat, a one time Spidey love, is the first among them. Then there's fellow New York crime fighter Daredevil, *Fantastic Four* member the Human Torch and Spidey also meets the Punisher!



What a cutie! C'mere kitty....



Daredevil, NY's other urban hero.



One of Spidey's best pals, the Human Torch. Flame on!

newcomers alike!' It's an exciting moment when you hear the man who made the Marvel comics, which all the kids today love, speak to you. 'Get ready for a true superhero thriller full of non-stop web-slinging and wall-crawling action!' You got that right, Stan.

WEB MASTER

As you would've read in our preview last issue, the first level sees you stealthing it up with your superb array of Spider-skills. Of course, you'd expect *The Amazing Spider-Man* to be able to shoot webs all over the shop, but it's the range of things he can do with them that's so satisfying. His wall-crawling abilities are used to brilliant effect here, as he clobbers armed robbers and valiantly rescues hostages. It's a superb way of introducing Spider-Man's moves, much better than the separate training mode, which mildly engages you. You'll be

wowed at how Spidey crawls so much like a spider on the wall, it's almost creepy.

The story itself is very much like a comic book adventure too. After all, you've got Stan Lee narrating the tale, just as he did in the old-school comics that he used to write. So determined are they to make you feel like this is a real Spidey adventure, even the voice actors of the cartoon show have been brought in for that extra authentic flavour. It makes watching the cut-scenes a real joy. How's that for treating you with respect?

The story is predictable, but cleverly ties in loads of supervillains to challenge Spidey. For starters, there's dastardly Doctor Octopus, scary Scorpion, the mental Mysterio and, of course, Venom, to name but a few.

All the right ingredients for a good Spidey yarn are here, but this is not just a fantasy for Spider-Man fans to live out. If you're not a



GREATMOMENT

Leap off a rooftop, smack the R2 button and you're swinging on a web line to the nearest building in front of you. Get clever: press jump to come off your line, quickly turn to the next nearest building and you've changed direction in mid-swing!



(Above) In his extra tough Spider Armour taking down a pesky mutant lizard. POW!

Spidey-Spod then all you need to know is that this is an action adventure game that's up there among the absolute best of them.

Ploughing through will see you reaching the end of this titanic tale in about six hours, half the average playing time for *Metal Gear Solid*. No problem as there's certainly a fair amount of replay features in *Spider-Man*. The various modes don't just give you a range in the number of baddies you have to face. For example, a simple maze might be presented for you in kid mode, while the same would be a head straining mess of paths in hard mode.

So it's not just the same again, which is brilliant fun for all the family. Hurray!

Spider-Man is literally jammed full of features, including a gallery of pics, a theatre of cut-scenes and character profiles. You also get all those funny costumes plus the comics to search for (see Spoiler above). It's astounding. Neversoft has made the perfect Spider-Man experience happen.

With all its remarkably wonderful bits, it's one of the most near-perfect action adventures ever. ■

Kelvin Gan



BETTER THAN TOMB RAIDER WORSE THAN METAL GEAR SOLID

POWER Verdict

Simply marvellous. The Neversoft crew has shown that they are geniuses at their craft as *Spider-Man* is the first ever superhero game to do the character justice, and more. As Stan Lee would say, 'Excelsior!'

9

WIDE WEB WONDER

Just like Spidey's own web shooters, the Triangle button will be your best friend during an adventure. One of the great things about Spider-Man's web is its versatility. Not only can he trap someone in it, he can use it to tow a baddie towards him from afar for a toe-to-toe smacking. His webs make pretty good boxing gloves too. For defence there's the Web Dome that'll protect Spidey from his foe, and then you can make it blow up on the fools. Let's not forget, webs are also good for swingin' baby!



It's a Web Ball that smacks heads from afar!



Build up a protective Web Dome around you.



While you're in there, you can't get hit.



Wait a moment or tap any button to explode!



Web Spikes on his hands are hard!



Tap Back and Triangle together, and you'll cast a line that'll yank your target towards you, straight into your waiting fist. Pow! Take that you crim!

COMIC COSTUME CRAZINESS

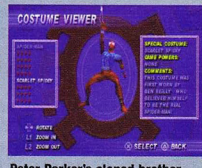
We all know and love Spidey's red and blue duds, but he's had a fair few outfit changes in the comics over the years. Before arch-villain Eddy Brock became Venom, Spider-Man wore the black costume but rejected the evil alien suit. Check out Spider-Man from the future, whom Marvel canned years ago. There's shed-loads of other costumes to find, including *Spider-Ham* (!!) from a spin off spoof with a porky pig Spidey in the starring role. Best of all though, each costume gives you a special ability! Infinite web fluid or invincibility anyone?



Lookin' good there Spider-Man.



A superhero from the year 2099!



Peter Parker's cloned brother.

blinding

STAR TREK® invasion

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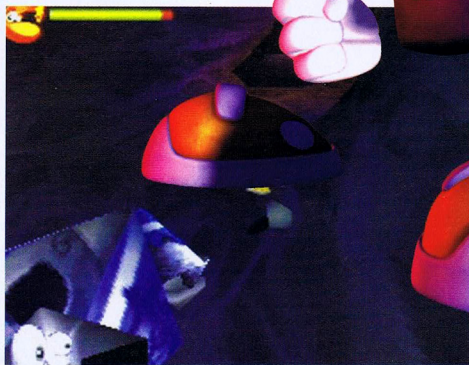
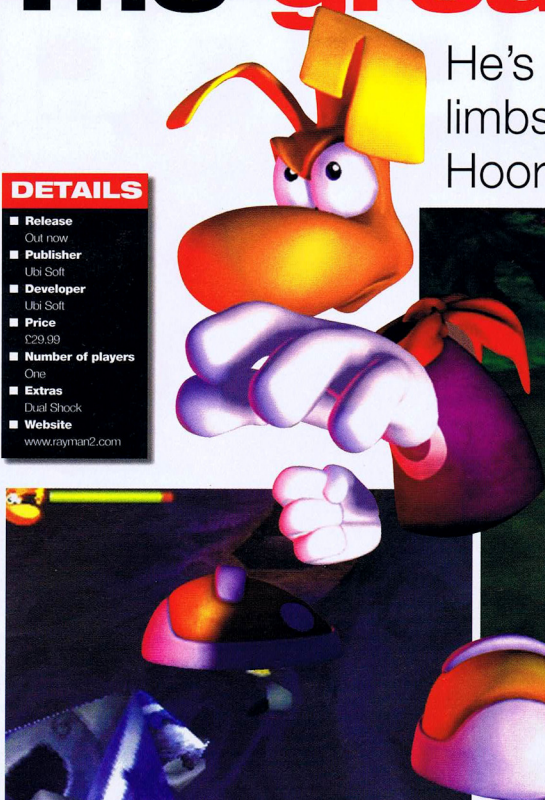
Rayman 2

The great escape

He's got helicopter ears, no limbs and doesn't make kids cry. Hooray for Rayman!

DETAILS

- **Release**
Out now
- **Publisher**
Ubisoft
- **Developer**
Ubisoft
- **Price**
£29.99
- **Number of players**
One
- **Extras**
Dual Shock
- **Website**
www.rayman2.com



(Above) The levels are sufficiently diverse to keep you on your toes...



(Above) Look out behind you Rayman! Occasionally, the camera can be your downfall.

There's nothing more French than a garlic-smelling stick of bread cycling on the wrong side of the road while wearing a beret and a blue and white striped sweater. Apart from perhaps, Gerard Depardieu standing on the Eiffel Tower or Joe Le Taxi. But it's time for these French icons to step aside and make way for un nouveau kid on the block, Rayman. And this one's weirder than the cycling loaf of bread.

Those of you that remember the first *Rayman* (it was around just after the PlayStation's launch) will already have an idea of what this oddity is about. Rayman himself is a character with hands and feet but no limbs, and ears that double as helicopter rotor blades. However, while *Rayman 2* has managed to capture the strangeness of the first game, this effort is much more fun than the bland 2D platforming fare of the original.

The actual storyline is pretty lame – Rayman's planet has been invaded by a load of nasty pirates, and his friends have been taken hostage, so Rayman has to save them. However, it's within this almost childish tale that some of the game's best features sneak out because, as with all decent platform games, *Rayman 2* has got bags of character. From the underliably funky group dances to the tear-jerking farewells when you leave some of the game's cuter creatures behind, *Rayman 2* will pull you through a tale of hope, happiness and friendship. It's enough to make even those with the toughest heart of stone go all gooey inside. Well, almost.

LOVE & UNDERSTANDING

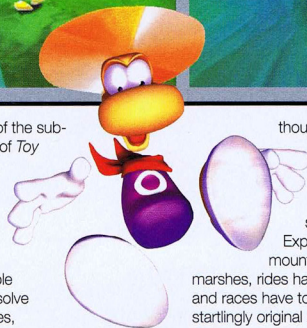
But if cutesy tales of joy aren't enough to convince you that this game is well worth a gander, then the wonderfully varied and challenging gameplay certainly will. For while this little tyke with spinning ears may not be

LUM'S THE WORD

Crash has wumpafruit, Sonic has rings and Rayman has lums. But what are these little glowing auras of joy? Well, they're energy actually, and to really complete the game, you'll need to collect all 1001 yellow lums. The red lums restore your life, the blue lums allow you to breathe underwater and the green lums allow you to continue from that point. Marvellous.



able to boast some of the sub-games that the likes of *Toy Story 2* can, there is great diversity, with plenty of puzzles strewn along the journey to keep you on your toes. You won't have any trouble working out how to solve any of these obstacles,



though, for the real beauty of this game is that while puzzles are simple to solve, actually executing them is a little tougher thanks to the gently-sloped learning curve.

Exploding dogs have to be mounted and ridden across marshes, rides have to be hitched on snakes, and races have to be won. It may not be startlingly original stuff for a platform game, but

GREATMOMENT

One of the funkier aspects of *Rayman 2* is the swinging lums. Hear Rayman scream and wail as he swings around on them. Can you ensure he lands safely?



these distractions do more than enough to ensure you're always stumbling across something new. And it's not that easy either. Despite the young slant that the game undoubtedly has, *Rayman 2* should prove to be something of a decent challenge for both the novice and seasoned platformer alike.

Rayman 2 is not without its faults – sometimes the camera angles can be more of a hindrance than a helping hand, and although the action takes place in a 3D world, your freedom of movement is restricted to set paths throughout the levels. However, these minor gripes are soon guzzled up by the fact that whenever you play *Rayman 2*, you'll have plenty of fun, and you'll definitely keep on going back to it. And isn't that what it's all about? Exactly. This is a corker. ■

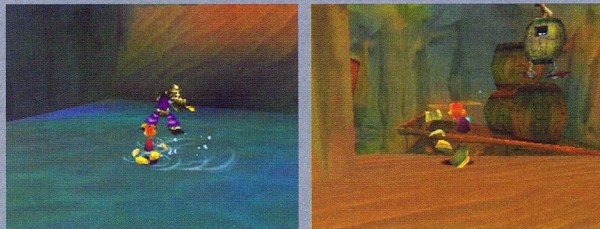
Dave Perrett

SPOILER

To mount the bomb dog, run around in circles to tire it out, and then jump straight on its hairy back. Easy when you know how!

ARRRHARRRR ME HEARTIES

We should thank the pirates really. After all, if it wasn't for these treasure-burying fellows, there'd be no adventure. Still, they are a pain to destroy, especially some of the end of level pirates!



(Above) You can go back and play levels again, even when they're completed.

BETTER THAN RAYMAN WORSE THAN APE ESCAPE

POWER Verdict

Rayman 2 is weird, cute and immature but we don't care. It's just so much fun to play, so swallow that macho pride, get the tissues in preparation for wet eyes and save this funky world from the pirates. You'll love it.

8

Tenchu2

DETAILS

- **Release**
Out now
- **Publisher**
Activision
- **Developer**
Sony Music (Japan)
- **Price**
£29.99
- **Number of players**
One
- **Extras**
Dual Shock,
Memory Card
- **Website**
www.activision.com

Ssssh! We sneak a review copy of *Tenchu 2* out of Activision's office and bring you the definitive review



The guards will either hear you or spot you, so stay quiet and out of sight to survive.

Without wanting to sound boastful, there isn't a single other magazine in the country that's as qualified as *Power* to talk about *Tenchu 2*. Days, weeks and months were lost as we played and replayed the missions in the first episode of this oriental stealth-'em-up and even now Dave sleeps with his eyes open and a bushido blade under his pillow.

Set in medieval Japan, *Tenchu* had you controlling one of two ninja warriors, Rikimaru or Ayame. It predated *Metal Gear Solid* in the stealth genre and instead of running around levels, sword flashing, the key to success was the ability to sneak around. Activision's cult hit had playability by the bucket-load.

Hugging walls and peering cautiously around corners was only one element of the stealthy approach. Armed with a special

grappling hook you were able to scale walls and sneak along rooftops to get the drop (literally) on unsuspecting victims.

One of the game's more popular features was its particularly gruesome animation as you slit throats, disembowelled foes or lacerated the midriffs of unsuspecting guards. It's funny how much time you'd spend trying to perfect your attacks just to see the bloody results!

DENISE VAN OUTEN

Now *Tenchu 2* is taking all of the action and decorating it with better graphics and a more story-led plot. Unfortunately, they've failed to address a couple of the most important drawbacks of the previous game. Namely the dodgy camera and the abysmal redraw distance which catch the eye even more than Denise Van Outen's cleavage, but for all the wrong reasons.

We have many a fond memory of the second level in the original *Tenchu* which saw you cautiously wending your way through the

Your blades are often so fast all you'll see are the glint of light on the metal.

THE VALUE OF KI

Your Ki meter is indispensable. The colour and the value of the number tell you how alert and close the enemy are even before you see them. You can make use of several tactical advantages like climbing onto roofs, peering around corners and staying just out of sight to locate your adversaries.



packed streets of a village to reach your objective. However, this level of tension just hasn't been recreated in *Tenchu 2* and in an effort to give more value for money the levels are too expansive and as a result they feel spartan. What the game needs is more claustrophobic and tightly-designed environments where you can make the most of your sneaking abilities.

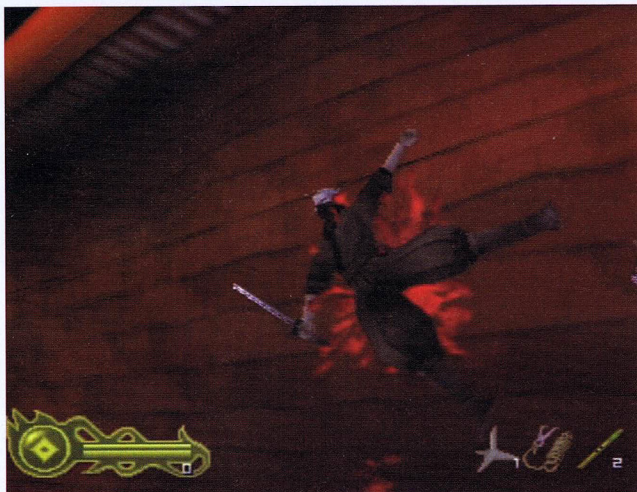
Another thorn in the side of the gameplay is the developer's insistence on plonking a boss at the end of every single level. This completely detracts from the philosophy of the first game where things felt more realistic. In *Tenchu* the story saw you occasionally facing off against a boss as the story required and gave you a true sense of taking part in something authentic.

Now this has been replaced with an arcade approach to the action which will disappoint the diehard fans.

EPILEPTIC

While we're on the subject of bosses, it's when facing off against one of these characters that you realise how badly suited the control method is to just out and out fighting. What is needed is a *Soul Reaver*-type lock-on button to keep your ninja facing the right direction.

This last flaw is especially evident when the already dodgy camera decides to have the equivalent of an epileptic fit if you're in an enclosed area. While you struggle to face the boss character, you'll often get battered and die. It's bloody frustrating to say the least but



If you're a crap ninja, you'll see this a lot. The camera pans around atmospherically when you die.

KILLING BLOW

If you can get close enough to your target without being seen you can kill them with one blow. There are several different animations for each character in *Tenchu 2*.



GREATMOMENT

All of the characters can swim. Pressing **■** rhythmically will make the characters glide silently through the water. If you touch the surface as you're hitting Cross you'll leap out of the water to surprise guards. Swimming is often the best way to bypass guards and get nearer to your objective without being seen.



BODYSNATCHER

Guards and civilians alike will be alerted for all sorts of different reasons. If you're caught in the open or make too much noise you'll blow your cover. The AI of the enemy is so good that they'll even raise the alarm if they come across one of your mutilated corpses. In a clever touch you can now drag the bodies and hide them from view. Dump them in water, behind buildings or anywhere else you can think of to avoid detection.



Get a firm grip on his hair and drag him in the bushes to hide him.



If you can get out of an enemy's line of sight, you can usually hide again to avoid them pursuing you.

thankfully it only happens on two occasions.

On the flip side of all these aggravating flaws are some genuine improvements. While we still moan about the inability to see very far into the distance, the general scenery and objects have all been spruced up to look infinitely better than the original. Lines are sharper and it's easier to make out your environment. There are also a number of new traps, such as spear traps and tripwires. *Tenchu 2* is far more balanced and the levels are ever-so-slightly more satisfying. In an effort to flesh out the plot you'll also get to ogle some quality story-telling cut-scenes, and you'll even forgive the lengthy loading times.

DESIGN FOR LIFE

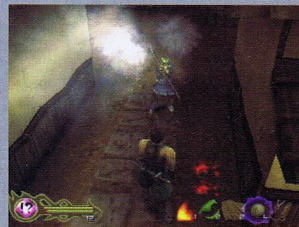
If you're attentive you'll realise why you're able to play as either one of the three characters. In a clever twist, all three approach the story from different angles with unique FMV and the odd special mission environment.

The single most impressive addition to *Tenchu 2* is the Mission Editor mode. After *Tenchu* was first released in Japan, a national competition was held for gamers to design their own missions. It was so successful that the developers have included the option to create missions using furniture and characters from *Tenchu 2* (check out Playing God above).

Taken as a whole, *Tenchu 2* is a conflicting mass of good and bad points. Good viewing

NINJARUCKSACK

There are loads of extra items in your inventory other than your trusty katana but you'll have to find them first. The disguise will turn you invisible, the smoke bombs will blind your opponents, you can poison guards with a blow gun or even throw leaves in their face and magically appear behind them.



PLAYING GOD

The Mission Editor mode allows you to create unlimited variations of levels to your own requirements. You can then save these to memory card and challenge your mates to finish your missions. Failing that, if you're too lazy you can always download some special missions from disc.



distance is fundamental in a game where you have to be able to see your opponents before they see you. The poor redraw distance in *Tenchu 2* means that game shoots itself in the foot but ninja fans, familiar with the prequel, will be impressed with the other enhancements.

Newcomers to the *Tenchu* experience might find the careful measured pace of the gameplay annoying and as exciting as a week's holiday in Slough. However, the philosophy of the game is carefully creeping up on your enemy and the thrill is in remaining unseen and murdering as many of the bad

guys as you can to earn a Master Ninja rating. Veterans are going to appreciate all the new features and lap up more of the gameplay they loved in the original. Gamers picking up the controller for the first time will learn to love the subtleties of the quietly, quietly approach. After all, *Metal Gear Solid* isn't a shoot-'em-up.

Forgive the flawed graphics engine, forget about the occasionally spasmodic camera and you might just find that you have a fetish for tight-fitting black clothes and masks. Or maybe that's just us. ■

Clive Gorman

INTERVIEW: ENDO TAKUMA, DIRECTOR OF TENCHU



■ What inspired you to create a ninja game?

My first inspiration was definitely the *ninja* comics and stories I used to read as a child. Once I got older and got involved with games and 3D graphics, it occurred to me how amazing it would be to create a 3D ninja game. Not only would it give the player a chance to immerse himself into the life of a ninja, but it would also be a great chance to bring some of the characters I used to read about as a kid to life, exactly the way I remembered them. Seems to have worked out pretty well so far.

■ What improvements did you make for *Tenchu 2*?

We wanted to add realism through new game features and a more involved and captivating story. By adding dragging dead bodies, searching dead ninjas for items, swimming, and a deep story that can be viewed from three different

perspectives, I think we've accomplished both of our large improvement goals.

■ Are the moves in the game motion-captured? If so, who modelled for the motion-capture?

Yes. Tsutomu Kitagawa of the Japan Action Club Modelled for the motion capture.

■ How authentic are the different locations in the game? Did you have to employ a lot of artistic licence?

The locations are extremely authentic. In fact, if you ask someone who has visited any of the major historic sites in Japan to take a look at the game, I am confident they will notice the authenticity and attention to detail.

■ Why did you decide to base the action before *Tenchu* for *Tenchu 2*?

It was the easiest way to avoid coming up with a good way to explain what happened to Rikimaru at the end of *Tenchu*... Actually, we felt that the story and character development in *Tenchu* did not do the game justice and wanted to breathe some life into the series by creating a deep story with more complex and realistic characters. Frankly, I'm quite pleased with how it's turned out.

■ What was the thinking behind including a level editor?

Everyone likes something different about *Tenchu*. We've done our best to include something for everyone in the story mode, but with the editor we've given the user the chance to create his or her own ideal *Tenchu* mission. This was an extraordinarily popular feature in the Japanese 'Director's Edition' of *Tenchu*. The Mission Editor in *Tenchu 2* has been reconstructed from the ground up and is practically an entirely new feature. I am sure *Tenchu* fans around the globe will have some fun creating their own challenges with the Mission Editor in *Tenchu 2*.

■ Which other games did you look at to get ideas for *Tenchu 2*?

We've basically kept our eye on any other 3D or stealth games that have come out since *Tenchu*. While we haven't borrowed anything specific, we've kept current by playing everything from *Syphon Filter* to *Spyro the Dragon*.

■ Were there plans for a multiplayer option?

With the amount of memory taken up by the large maps and complex AI routines, a multiplayer mode really wasn't possible with *Tenchu 2*. However, this would be a truly fantastic feature and we are most definitely keeping it in mind for future editions of the series.

■ Are the characters based on any historical or other fictional figures?

No. Other than being authentic ninja and samurai lords, the characters are completely fictional.

■ Do you feel that there is a strong interest in *Ninja* games among Japanese gamers?

The *Tenchu* series does have a solid fan base in Japan. However, I think the authentic medieval Japanese feel of the series appeals very strongly to Westerners. This is probably because there are few games available in the west that give the player such an authentic picture of what life may actually have been like in medieval Japan.

■ What are your favourite martial arts films?

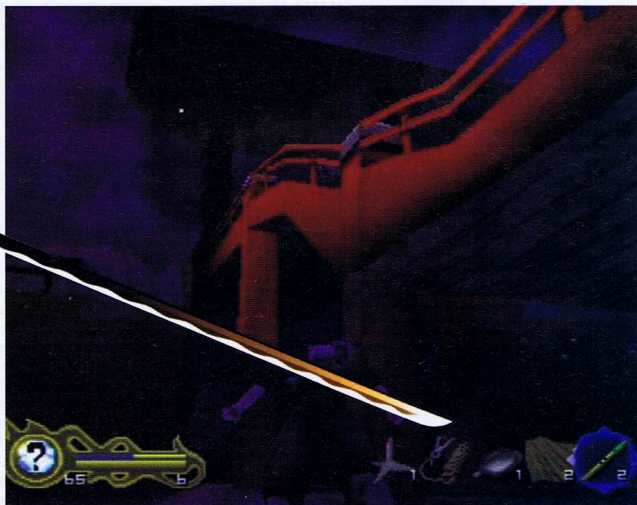
The classics are terrific. One of the most notable is called *The Owl's Castle*. This film was actually just remade last year and the DVD of the remake is already on sale here in Japan.

■ Now that you've completed *Tenchu 2* have you learned any martial arts moves yourself and do you think that you'll be killing any journalists if *Tenchu 2* doesn't do well?

A ninja never gives away his plans...

SPOILER

You medipacks are the single most important item in your inventory. Stock up on at least three a mission to be on the safe side.



BETTER THAN TENCHU WORSE THAN METAL GEAR SOLID

POWER Verdict

A real mix of good and bad points. Luckily, the sheer depth of gameplay along with new additions to your ninja kit and more moves at your disposal make up for the atrocious redraw distance. Top totty, with pimples.

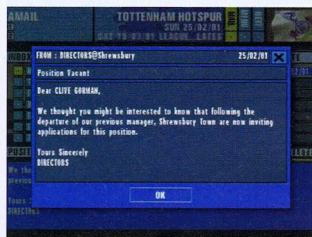
7

Football Manager 2001

Dodgier than a special delivery for George Graham, the latest game from EA Sports is relegated from the top flight before a ball is kicked

DETAILS

- **Release**
Out now
- **Publisher**
Electronic Arts
- **Developer**
EA Sports
- **Price**
£29.99
- **Number of players**
One
- **Extras**
Dual Shock
- **Website**
www.ea.com



You can keep up with all the latest transfer dealings, news and rumours by EMail.



You can give every player one of a number of roles in the Formation menu.



While overly long and unrealistic, watching the match is the only way to really see how you perform.

Crunch! Like copping a tackle from Roy 'Foaming at the Jaws' Keane, most football management games end up face down in the turf in the wake of *LMA Manager*.

Despite suffering something of a Newcastle-esque slump in form after months of play-testing, which highlighted some flaws in its game, *LMA Manager* still won the championship and walked away with all the silverware.

This season's new signings are going to face an uphill struggle to emulate the success of *LMA Manager* and, unfortunately, *FA Manager 2001* reads like an injury list from the Tottenham physio: A treatment room full of crippling injuries to the gameplan.

The game takes a promising lead with up-to-date statistics and almost all the very latest transfers. Being a Spurs fan, Clive was pleased to see that the likes of Neil Sullivan and Sergei Rebrov had been included, but the very latest

signing, Ben Thatcher, had not.

After that it's a nightmare of defensive errors and goalmouth misses. For starters, your players' form rating will decline even if they aren't involved in any matches. This means you have no way of keeping track of your blossoming players or keeping a record of how a player has performed over a season.

Adding insult to injury, you'll find star players have been given particularly low skill ratings despite being world class in real life. Many players' valuations are either stupidly low or ridiculously high. We signed Jonathan Woodgate, who has already broken into the England squad, for a measly £1.7m.

HILARIOUS

You can set specific roles for your players in the pre-match options but this almost seems pointless as the onfield action doesn't seem to coincide with what you order them to do. What's more, the animation is jerky and disjointed and barely worth watching.

More hilariously, many players now have dubious ethnic origin. In *FA Manager 2001*, Patrick Kluivert (the famous black Dutch player) couldn't be more Scandinavian if he shopped in IKEA and was partial to the odd sauna.

Once you've ploughed your way through a season, the quality of the mistakes just gets better. Two gems are that there is no pre-season preparation and even if you come

second in the Premiership nothing is mentioned of the cash you earn or your entry into the Champions League. If Keegan based his management skills on *FA Manager 2001*, then it might be easier to see why England did so abysmally at Euro 2000. Enough said. ■

Clive Gorman

A GAME OF TWO HALVES

You can watch your game one of three ways: Instant Result purely generates a result and Fast View shows a representation of the match as a small ball bouncing around a pitch. The best way to watch a match is using the *FA Premier League Stars* engine because it gives you some sense of satisfaction after you've spent ages fiddling on the menu screens. A far better idea would have been a text-based commentary system.



SPOILER

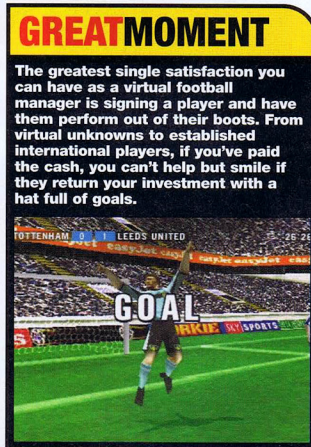
Don't be shy of putting in a bid for any player you want. Nearly every player has a price before a club will let them leave. Figo is a prime target because he'll leave Barca easily.

BETTER THAN MANAGING SWINDON WORSE THAN LMA MANAGER

POWER Verdict

A promising but badly-executed football management game. Too many flaws keep it from being truly enjoyable although it's fun seeing how many errors you can spot. Football fans will be too annoyed to play it seriously.

3



26-06-00, SCIENTISTS BREAK THE HUMAN DNA CODE...

...25-08-00, THEY'LL
WISH THEY HADN'T



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PRAY IT'S NOT INSIDE YOU

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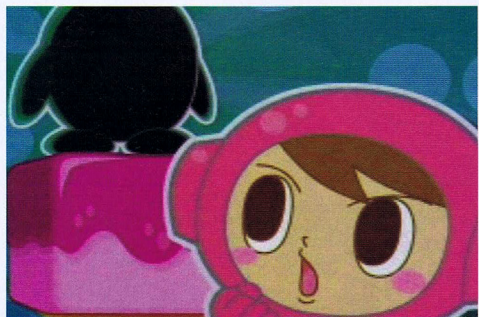
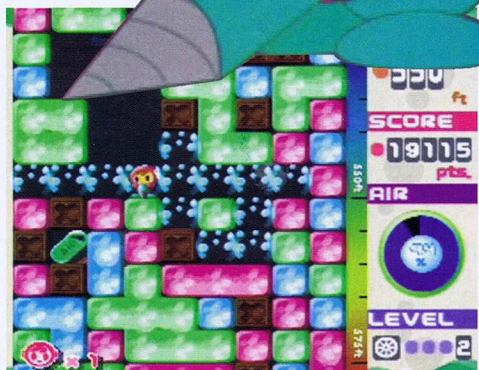


Mr. Driller

He's no bad horror movie throwback killer, he's cute superhero Mr Driller!

DETAILS

- **Release**
Out now
- **Publisher**
SCEE
- **Developer**
Namco
- **Price**
£24.99
- **Number of players**
One
- **Extras**
Dual Shock,
- **Website**
www.namco.com



(Above) These strange, blue, penguin-looking creatures turn up in some places. They don't do anything, but they add to the mystery. Are they the cause of all these diabolical bricks?



Every 500 feet will see a stage change, meaning different bricks. Get to the next stage as quick as you can!

The whole planet is being mysteriously overrun by huge coloured blocks rising from below, and Downtown City is on the brink of being buried by these cute but nasty blocks.

The only man capable of getting to the – ahem – bottom of this is Mr Driller and his mighty drill.

Mr Driller is a lovely mix of sweet old-school platformy characterisation and wonderful puzzle-tastic fun. Let us explain the ingredients to this delectable delight. Yes, you've got a drill that will demolish any block surrounding you, which is pretty obvious, but the effects of that on all the other blocks is where the fun really begins. Blocks that aren't supported by another will be taken by gravity and plummet, crushing you if you're standing below. But, if a block falls and reaches another of the same colour, it'll join on to form a chunkier piece.

Once four or more blocks are melded together the bunch will pop into nothingness,

racking you up with some extra points. Watch out for the dull brown-coloured blocks marked with an 'X'. These blocks are tough to crack, and if you do attempt to drill one, your air supply will deteriorate rather alarmingly, otherwise they're just like normal ones. When your air runs out, you'll die. Don't let that shock you though, it's what happens, but you'll be relieved to know that dotted around the strata of blocks are air supply canisters that will up your air time by 20 per cent.

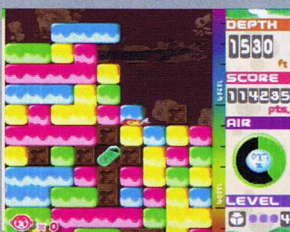
BLOCK BUSTER

Each stage consists of 500 feet of drilling action and, to add variety, the blocks fall in different formations in each stage. The first, slightly easier task, is for you to drill down to 2,500 feet while the other has you going deeper underground to 5,000 feet. The challenge here is to maintain your air levels.

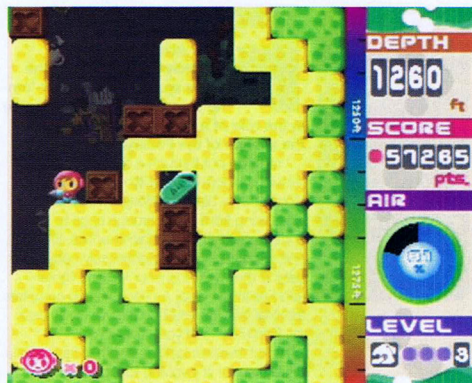
What's great is that you can take a bit of time and set up some fantastic high scoring build-ups with your pieces, but you run the risk of suffocating if you don't get to the next air

DON'T LAY A BRICK, DRILL IT

From the top, you don't stop till you drop. To begin, you just drill down to make the way clear for your path. Keep an eye on the amount of air you have remaining and recharge whenever you need to. When you're drilling, make sure that you're not standing under loosened blocks or you're gonna get squished and lose a life. When at least four blocks bond together they disappear into oblivion, but then that loosens others above too. That could be good if they fall down on other blocks and create a chain [are you clever enough to do that?]. Stay sharp, as the blocks are trickier every 500ft. Persevere, and you might reach the end. Even if you don't, there's the achievement of big points on the scoreboard.



Ultra cute graphics make it look a bit girly. Look! He actually wears pink!



Mr Driller drills through this lot like a mouse through Swiss cheese.

GREATMOMENT

Bring the whole house down by making a massive chain of blocks disappear so that even the surface under your feet gives way. You start to free-fall with all the pretty colours blinking out of existence, stomping up your score!



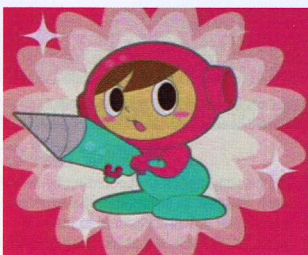
SPOILER

Speed is more important than points if you want to win the game. Aim to finish it, then practice getting high scores later.

supply in time. Alternatively, you can just plow on with your mission to reach your target, but recklessness can easily result in your head getting squashed by accident. There is a lot of scope for planning and strategy, once you've worked out what the tricks are to getting a high score, then it becomes very clever indeed.

It's simple, fun and hectic but it doesn't last very long. Sure, there are other modes such as survival and time attack but what stops *Mr Driller* coming close to puzzler king *Bust-A-Move 2* is the lack of a two-player mode. Shame that, 'cos you want to show off how clever you are, really. ■

Kelvin Gan



A ridiculously phallic pose, popular with our Clive.

BETTER THAN BALLISTIC WORSE THAN BUST-A-MOVE

POWER Verdict

A fresh remix of that tired old 'join up the coloured blocks' formula. It would've been great to have a two-player mode, but despite this failing, *Mr Driller* has a way of penetrating your mind until you're addicted.

8

Star Trek: Invasion

It's Star Trek, Jim, but not as we know it!

DETAILS

- **Release**
Out now
- **Publisher**
Activision
- **Developer**
Warthog
- **Price**
£29.99
- **Number of players**
1-2
- **Extras**
Dual Shock
- **Website**
www.activision.com

For anyone who's played any of the *Colony Wars* games *Star Trek: Invasion* will seem spookily familiar. Taking the same space-based shoot-'em-up theme, *Invasion* plunks you in the role of a new cadet entering into the service of the Federation.

You'll be put through a series of training missions before you get to rumble with the Romulans or blast the Borg. This involves graduating from flying through rings to flying sorties against holographic enemies. By the end of training you'll be absolutely confident behind the joystick of your Valkyrie fighter – and just in time too. As soon as you complete the final mission you'll be thrown up against the Romulans and you never look back.

What *Invasion* lacks is depth in its storyline. While the plot is involving to a point, this kind

of sprawling space-epic requires more features to make you feel as if you're taking part in a campaign. While each mission reveals a little more of the story, the game really needs scene-setting debriefing sections.

BAR SNACKS

The ancient *Wing Commander* games achieved the effect most convincingly. Between missions you'd potter around your ship, admiring your kill tally and the medals you earned. You could also visit the bar and 'talk' about events with comrades. Given the scale of the *Star Trek* universe and the level of detail at the disposal of the designers, it seems like a wasted opportunity that you don't report for briefings with characters from the TV series.



There's still the vocal talents of Michael Dorn (Worf) and Patrick Stewart (Captain Picard) to keep the fans happy. Plus, the graphics are great and the shooting action is only flawed

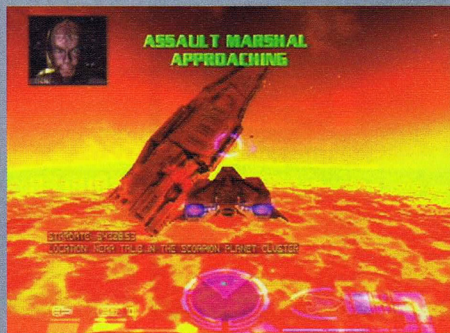
by some repetitive, similarly-themed missions.

Invasion is a good egg that strays from the New Age ethos of *Star Trek* but who cares, it's alien-blasting fun. To quote a song, 'We come in peace but shoot to kill, shoot to kill...' ■

Clive Gorman

MISSION TO MARS

While there are a lot of different missions to play through, they all usually boil down to shooting wave after wave of enemy fighters with the odd bigger ship thrown in for good measure. This isn't such a bad thing, but a little more imagination in the missions would have been nice.



GREATMOMENT

The best bit of the whole game is racking up the kills. When you finish a mission you'll see a statistics screen to show you how well you're doing. Obviously, staring at the stats isn't riveting but shooting down the enemy most certainly is.



(Above) Cut-scenes introduce every new level you play often helping you visualise your objectives.



Every now and then you'll have to fight a boss ship. Each one has a weak point so you have to find it.

BETTER THAN COLONY WARS WORSE THAN CW: RED SUN

POWER Verdict

Top blasting action that could really do with more features to strengthen the experience. It lacks the universal appeal to make it great, but it's not bad at all. Sexy graphics and nice cut scenes make it a lot of fun.

7

SPOILER

Your photon torpedoes are your most lethal weapon but they're really difficult to aim. Save them for large targets or wait until you can't miss the smaller craft you come across.

RAMPAGE

THROUGH TIME™



NO PLACE IS SAFE.

MIDWAY



RC DeGo



(Above) You get to race in all conditions.



(Above) The cardboard judges had mixed opinions.

So near, and yet so far. Here de go with yet another mini racer that promises so much but doesn't deliver...



The men in the background don't actually do much apart from stand there and look nice. And don't they look nice? Yes, although we wouldn't recommend wearing that red/beige clothing combination.

DETAILS

- Release
Out now
- Publisher
Acclaim
- Developer
Eato
- Price
£29.99
- Number of players
One
- Extras
Dual Shock,
Memory Card
- Website
www.acclaim.com



(Above) The green puff of smoke means that you've just used a nitro.



(Above) Keep it tight, those cars really shift...

As youngsters, we all wanted several things: a puppy, a sprinkling of videogames, facial hair, X-ray glasses and a third arm. All of these rated highly among the 'most wanted when we were younger' poll. However, the one thing that all of us wanted at one time but never got was a top dollar remote-controlled car. Still, at least we can play with the videogame incarnations of these elusive toys, eh? Shame it isn't anything like the real thing.

Things get off to a pretty good start. You have to choose the car chassis of your choice, taking into account the four different attributes that each chassis has – speed, acceleration, grip and brake. Then, once you've picked which combination of attributes is right for you, all you have to do is pick the car's bodywork – a fairly pointless exercise, but an enjoyable one nonetheless. Once these niceties are over with then, the racing proper can begin. There are 14 different tracks to choose from, seven of

which are track races, and seven that are off-road, and they vary in difficulty as they head up the scale. Excellent.

FLASH THE DASH

The racing too is good fun for a while – the little cars whizz around the tracks at a startling pace considering their tiny size, and although you start at the back of the grid every time, with a little practice, you should soon be challenging for a place on the podium. It's not just the other cars that you're up against though, because there's also a clock to keep an eye on. For, as well as attempting to set the best lap times, you have to make sure that you complete all four laps before the timer at the top of the screen runs out. It's something of a difficult challenge, especially as the level of tracks and computer-controlled opposition gets tougher, but the learning curve is pretty nicely balanced so that the game doesn't become too frustrating.

The thing that saves *RC De Go* from the 'play for ten minutes and never again' place in

BODY OF EVIDENCE

Right, so you've chosen your chassis, and taken a liking to all the attributes that it possesses. But how are you going to get all those ladies' heads to turn? After all, they couldn't care less what's under the bonnet, damn them. Why, you choose a fancy body for your motor, that's how!

Body Select



Body Select



Chassis Select

SPECIFICATION

ED
ATION

NAME

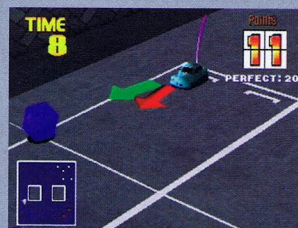
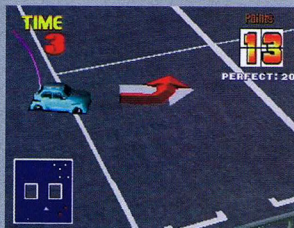
ECT



OK CANCEL

TRAINING OF THOUGHT

Every good radio-controlled car operator has to know how to handle his kit. And to do this properly, you'll need to run through the training levels. Don't fret though, they're actually really good fun.



GREATMOMENT

If only you could hear the commentator say 'a pool of water!' in his over-excited voice every time you get your tyres wet. You too would dance the can-can.



SPOILER

Use the boost as much as you can because it'll never run out. How sweet is that? As sweet as a sugary cake we reckon.



(Above) The easy tracks are fun to race around, but they soon get very hard and very dull too. Why oh why is there no two-player mode in this game? For the love of God, why? Please Jesus, give us a sign! We need to know the answer!

history is the four different modes that you can choose to play. First up is the rather clever practice mode, in which you learn the basics of controlling your car by completing a set of simple tasks, for example driving around and popping balloons. All very nice.

TAKE TWO

Quick race is the second option that presents itself, and despite its simplistic name, it is the most enjoyable mode. All you have to do is race around the tracks as normal collecting dash points every time you use your dash boost. The more points you get, the more secret cars you get to unlock, which is top fun, even though unlocking the best cars seems like a task that no mortal could ever successfully complete.

The other two options – championship and time trial – are just as you'd expect, and not nearly different enough from the other modes of play to warrant rushing to

tell your friends about, let alone shouting joyously from the roof tops.

RC De Go is, initially, an enjoyable little romp with plenty of funky features like loads of cars, a comical commentator and dead easy addictive gameplay. However, there are so many non-existent features and missed opportunities that could have pulled it from the dark depths of the not bad into the refulgent realms of a classic. For starters, the game is literally begging for a multiplayer mode so that you could whip your chums in a race rather than just plugging away against the AI. It could have also done with a few more power-ups, though we'll forgive this once thanks to the unlimited dashes that each car has. A track editor would have been very nice, and no doubt pretty simple to include too, but alas, it's not to be. Sigh. So, while RC De Go is quirky and fun enough to keep you amused for about 15 minutes or so, there really is very little more to it than that. Which is a real shame, because it could have been something special. ■

Dave Perrett

BETTER THAN RE-VOLT WORSE THAN CRASH TEAM RACING

POWER Verdict

As mini racing goes, this is very good fun. However, once the initial excitement has worn off and you get stuck on a certain tough track, you soon realise that there's not enough to it.

5

Street Scooter

Sandpaper your face! You'll find it more fun than playing this rubbish...

DETAILS

- **Release**
Out now
- **Publisher**
EON Digital
- **Developer**
EON Digital
- **Price**
£24.99
- **Number of players**
1-2
- **Extras**
Dial Shock
- **Website**
www.eon-digital.com

Once the exclusive form of transport for mods, those that are too scared to own a real motorbike and old people with fluorescent jackets, scooters are fast becoming the transport of choice, especially on the cramped city streets. And they're the perfect stylish way to get around town, so long as you don't have to travel far or fast.

Scooters are undoubtedly top fun, but because of their regulated speed limits, these two-wheeled beasts rarely go faster than built up area speed limits will allow. Perhaps making a racing game about them isn't such a good idea then. Their lawn-mower engines don't exactly make for a contest that's packed with road kills and speed thrills. Still, against our better judgement, a scooter racing game we have, and not very good it is.

The idea is dead simple – choose your rider, straddle your scooter and plod around the tracks at walking pace, attempting to cross

the finish line in first place. It's dead boring too, because it's hard to tell where you're going on each course thanks mainly to the horrendous graphical glitches. You'll find it difficult to work out what each piece of scenery is meant to be, let alone where you have to go.

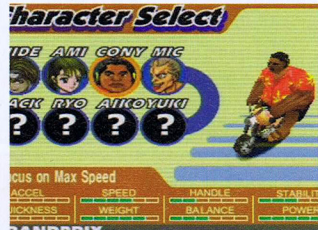
WHEELIE POOR

Add to these unplayable bumbles the fact that some parts of each race are automated (ride through some sections of track and you have no control over what you're doing!) and you're some way to imagining what a shocker this 'game' really is. It's about as much fun as having your eyes poked out with a blunt screwdriver before being made to play a 'spot the difference' game in which you must get it all right or you'll be killed. Indeed, we'd rather be a Bill Clinton lookalike in the middle of Baghdad with a sticker on our back saying 'kick me hard' than play this.

Put simply, *Street Scooters* is more offensive than a live sex show in a monastery, more annoying than having an ant colony living



Russell Grant chose the wrong getaway vehicle.



Select who you like, they're all rubbish!



Tell this game where to go, just like the map does.

in your ear and more frustrating than knowing the answer to life and not being able to speak. You'd best not buy it then. ■

Dave Perrett

AUTOPILOT

For some strange reason, every now and then when you're riding, the PlayStation just takes over and does it for you! Believe us, this is the best thing that could happen. Apart from the game not working when you load it up of course. (That didn't happen to us unfortunately.)



GREATMOMENT

Undoubtedly the best bit about this game is the comical way that some of the riders straddle the bike. Look at them, don't they look silly? We want to cry.



SPOILER

Cony, the lard-arsed racer can reach the fastest speeds, don't you know. No, we didn't care either.

BETTER THAN DEATH. JUST WORSE THAN ANY OTHER GAME

POWER Verdict

This game is so bad that it just isn't funny. Even if you won double rollover on the lottery, buying this would still be a waste of cash. Give the money to charity or something, but please don't try this game.

1



Dave Mirra freestyle BMX™



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Team Buddies



DETAILS

- **Release**
Out now
- **Publisher**
SCEE
- **Developer**
Playnosis
- **Price**
£29.99
- **Number of players**
1-4
- **Extras**
Dual Shock
Memory Card
MultiTap
- **Website**
www.playstation-europe.com

Team up with Sony's latest fun-fest and you'll make yourself a buddy for life. Ahem...



(Above) Protecting this camel train is just one of the many missions available...



As this picture shows you, it's all about cute graphics and adult gameplay. Even the language is pretty rude!



(Above) Protect the generals by throwing the bombs out of the way.

Truly original games are rare beasts. You know when you're playing something unique because you actually have to refer to the manual to make sense of the controls. That's what happened to us when we first booted up *Team Buddies*.

What greets you is a lurid landscape populated with a single grid (which looks like the toy container from a Kinder Egg) standing next to a small grid. Just off to one side are small red boxes descending by parachute. This description alone would have even the most seasoned games freak scratching their head in confusion, so it was with reluctance that we leafed through the manual for some help.

It soon becomes apparent that *Team Buddies* is actually a lot like *Command & Conquer*. The small red boxes are essential to

the gameplay. Organising them onto the grid in various configurations will enable you to create equipment or even new buddies, just like the resource management in *C&C*.

NEW MODEL ARMY

Once you've created your little army, your mission usually involves trooping off to destroy the enemy base and buddies. However, you'll also get objectives that'll challenge you that bit more. On one level your mission revolves around finding eight upturned waste bins and righting them before marching off to blow away the opposition. Another mission has you locating and reclaiming a bicycle from the enemy (returning in force to slaughter 'em).

To add a bit of brain work to all this testosterone-filled violence, you're often only allocated a certain number of boxes to play with. This makes you think more carefully

BOXINGCLEVER

If you're a little mystified as to how the box-building actually translates into gameplay terms, just take a look below. All you have to do is take control of your buddy and pick up a box. Now carry it over to the building grid and plunk it down. Arrange the boxes in the desired stack and kick it open to reveal your creation. Hitting boxes that aren't positioned on the grid will simply reveal more ammo or health.



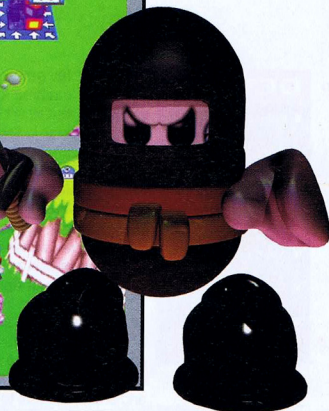
about what you should create. Making that huge chaingun might be fun, but a medic buddy might ultimately prove to be more useful.

FRIENDLY FIRE

Up to four players can slug it out in *Team Buddies* in a death match mode. The more successful you are in the single-player mode, the more multiplayer arenas you'll unlock. The multiplayer bouts are straightforward and simple. Your only mission is to kill your mates. It's this simplicity that makes *Team Buddies* so much fun. However, there are a couple of issues with the gameplay. The odds are

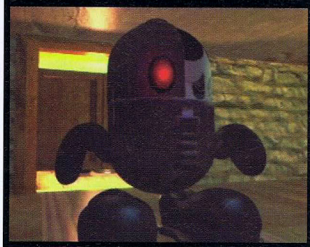
CAN I TAKE YOUR ORDER?

Once you've created at least one other buddy you can set him orders with the press of R2. Tapping R2 will cycle through the available items you can build and once you've settled on something, your fellow buddies will go straight off and build them for you.



GREATMOMENT

The single most satisfying moment in *Team Buddies* is when you get your hands on the coveted blue box. This box will automatically upgrade your current building project to a more powerful weapon or buddy. For example, add the blue box to a cyborg stack and you'll make a super cyborg like this ugly chap below.



stacked against you and the difficulty level is often dependent on random factors. This takes some of the fun out of playing because you don't feel as if you're making true progress.

For example, one mission sees you rounding up pigs to dump back into their sty. Sometimes when you play the mission you'll be completely unmolested by the enemy buddies but on other occasions you'll be picked on like a Steps fan at a Metallica concert. Other than that, *Team Buddies* offers you a portion of good looking action with a fair slice of humour. Listen carefully and you'll hear the cute little blighters swearing their heads off.

Had the strategic elements of *Team Buddies* been refined, there's every chance that it would be as engrossing as C&C. As it stands, *TB* is a bloody good romp for one or more players but it lacks that addictive edge. ■

Clive Gorman

MULTIPLEWARGASMS

Getting all your mates together for a multiplayer bout of any game is a simple case of PlayStation etiquette. *Team Buddies* is no exception. Up to four players can face off against each other for some serious ball-breaking action.



SPOILER

The first thing you should build is another buddy. As soon as you've done that set your orders to create random items.

BETTER THAN WORMS WORSE THAN HOGS OF WAR

POWER Verdict

You should buy this game if you want to experience a really refreshing alternative to the usual run-of-the-mill titles. It's totally different and original, it looks great and it's a great multiplayer game.

7

Wild Rapids

Canoe think of a worse boating game? Yes, this really is as bad as the jokes

DETAILS

- **Release**
Out now
- **Publisher**
EON Digital
- **Developer**
EON Digital
- **Price**
£24.99
- **Number of players**
1-2
- **Extras**
Dual Shock
- **Website**
www.eon-digital.com

This game's tag line is 'the exciting kayak racing game', but don't let that catchy play on words fool you – a race with a sheep that's been dead for three weeks would be much more exciting and worth more of an admission fee to watch. Yes, *Wild Rapids* is yet another quirky racer, the object being to row, row, row your boat, gently down the rapids trying to cross the finish line first while dodging various hazards.

Rocks splish in the water, crocs poke their 'scary' heads out of the water and unidentified objects just do whatever they can to put you off. It really is that dull and pretty pointless too. Even the addition of different boats, courses and characters fails to brighten up matters, because all you do is paddle downstream until you reach the finish line. You can even play in split-screen mode against a friend, though it's not recommended, as they won't be your friend after you've played them. Indeed, they'll probably go and make a small doll version of you before sticking pins in it, setting fire to it and hurling the charred remains in the bin.

The game itself is pretty fast, and you could be impressed by how quickly you move down the river at first, but this joy soon wanes as you start to feel sick because of the badly drawn backgrounds that whizz by. The fact that it's so fast is nearly enough to drag the game from the doldrums, but after we thought about it, we decided that Michael Schumacher is pretty fast too, and we don't like him much either.

SPEED DEMON

Wild Rapids is undoubtedly rapid, but it's about as wild as a domesticated cat with no legs that can't stand to be away from humans for ten seconds. If it's quirky racing you're after, try getting yourself and a friend to each paint a wall and carefully watch to see which one dries quicker. You could call this game 'crazy wall paint race' and it would be top fun. Well, more fun than than this crap, anyway. ■

Dave Perret



Ever fancied kayaking through the streets of Compton? It'd be more fun than this plop.



(Above) The action jerks worse than a two-dollar whore... with arthritis.



(Above) Look at the Hornet kayak! Doesn't it look poor? Oh Lord, this game is so very, very dull.



(Above) The two-player mode is almost guaranteed to ensure that none of your friends will like you.

CHOOSE YOUR WEAPONS

Oddly enough, *Wild Rapids* gives you the chance to choose which kayak you want to race in, and to get this – they're all named after insects. Crazy. Each of them is graded according to its speed and acceleration and the like, but we couldn't notice any difference at all between them to be brutally honest (but fair).



GREATMOMENT

It's not that great, but undoubtedly the most comical moment in the game is when the cardboard crocs appear out of the water. It's about as scary as an episode of *Animal Hospital*. And that's not very.



SPOILER

Don't play this game because it will make you sad and you will cry. That is the best tip that we can give. Other than don't eat yellow snow of course, but you knew that didn't you?

BETTER THAN NO EYES WORSE THAN POWERBOAT RACING

POWER Verdict

This game is not challenging, it's not interesting and it's simply no fun to play. Oh, and it looks very silly too. So what is the point in a game like this? Exactly, there is none. Just woeful.

2



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RC Revenge-Re-volt 2

DETAILS

- **Release**
Out now
- **Publisher**
Acclaim
- **Developer**
Acclaim
- **Price**
£29.99
- **Number of players**
1-2
- **Extras**
Dual Shock
- **Website**
www.acclaim.com

It's the return of Re-Volt, but have things improved or is it still revolt-ing? Sorry...

DO IT YOURSELF

We like making things here at Power and knocking up a track or two suits us just fine and dandy.



All your obvious selection of tracks, curves and hills are included here...



...but you can also put in extra hazards to throw your opponent off-track.

After choosing a car, you can demo your course, then save it out to a Memory Card.



With the obvious failure of the first *Re-Volt* game, the bright sparks at Acclaim obviously decided that a smoother route for the sequel

would be to take it along the glorious path created by masterful games such as *Speed Freaks*, *Crash Team Racing* and *Disney Magical Racing Tour*. So you can expect cartoon-based vehicles and courses, power-ups everywhere, secrets to uncover and general mayhem.

What *RC Revenge* lacks, though, is the skill and polish of some of the other games. Everything begins well enough, as you choose your game type (Practice, Time Trial or Tournament) and then go on to the wide selection of courses split up into the familiar themes of Space, Haunted House and the like. If that doesn't 'pump your nads' so to speak, then you can always head straight for the Track Creation option.

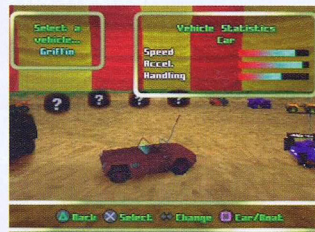
Creating your own track is by far the most interesting aspect of the game. Hardly anything new (*V-Rally 2* did it well and *Tony Hawk's 2* is about to impress with its own level creation



Surely the remote wouldn't work in this tunnel?

SPOILER

The shoulder buttons allow a much tighter turn, so remember that for those difficult situations, especially those monster chicanes created in the Track Creation mode.



This convertible will impress the babes, it does Sally.

options), it does work extremely well in this style of game and, with multiplayer madness ensuing, the option to scatter a track with one of many hazards is a chance not to miss.

PIT OF ARSENESS

Get into the actual game itself though, and disappointment begins to drizzle down. Although intrinsically there's nothing horribly wrong with the game, apart from the track designer, there's not that much to warrant a closer examination. The handling of the vehicles is only fair, the graphics and track design is wobbling precariously over the Pit of Arseness and the all-round feeling is of a game that lacks the polish of the competition.

Better than the first, yes. Better than the rest, definitely not. Here's to the next sequel and the hope that it's third time lucky for Acclaim and *Re-Volt*. ■

Dean Mortlock

GREATMOMENT

Having the ability to create all manner of tracks and save them out to a Memory Card has just got to be a good thing. We think so.



BETTER THAN RE-VOLT WORSE THAN SPEED FREAKS

POWER Verdict

A clone of almost every fun multiplayer racer out there which, despite being fairly jolly, has little to recommend it. Its one redeeming feature is the track creation mode but it's still not enough to save it.

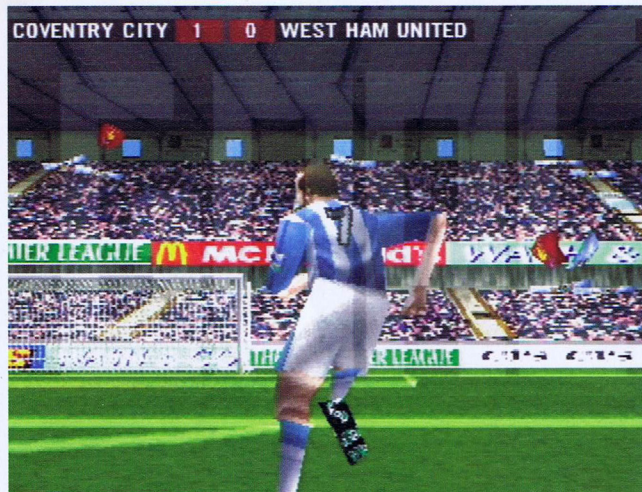
5

FA Premier League Stars 2001

A brand new footie game from EA?
The world's gone mad!



So appalled by this digital outing were the footballers themselves that they decided to go on strike.



(Above) If this is the 2001 game, then how come Robbie Keane is still turning out for Coventry? Eh?

Oh yes, yet another footie offering from EA. It seems that the guys there are so into their football they churn out at least one title every two months. But if the public wants more, then EA is certainly keen to deliver the goods. But how good are they?

With FA Premier League Stars EA has taken everybody's favourite league, and made a game around it. But, for an extra sneaky little twist to the proceedings (presumably so kids will think, "Wow, I have to get this!") you start off with teams of roughly equal ability and train them up to become the eponymous stars.

You train up these little beauties by collecting star points through winning matches. Once you've got a load of stars, select which type of skill your digital Beckham would like to

play with, such as speed or power, and hey presto! An improved player with all the skills of a regular George Best.

Now that we're done with the natty little tricks, let's get down to business. In all honesty, FAPS looks absolutely awful. Okay, the presentation is snazzy, but the game itself? Dreadful. Looking worse than FIFA: Road to the World Cup, this is truly dire. Graphics are slow and the players appear to float above the pitch.

Awww hell, it may look bad, but this can

GREATMOMENT

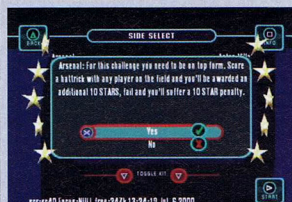
There aren't any, but if it really has to be pushed, then it has to be said that the commentary is by far the greatest thing about this poor excuse for a game, recreate your very own Sky Super Sunday! Excellant!



Awww cute little footballers for the tactics screen. Pity it doesn't actually affect things on the pitch.

STELLARART

The star system is an intriguing twist in the over-subscribed football genre, and here's the proof to go with it.



often be countered by stunning gameplay. Sadly, FAPS lacks even the most rudimentary gameplay mechanics. Players apparently fail to see the ball even when it's two yards in front of them (this is quite realistic if you play as Southampton), and there is always a hole in the defence the size of the Mersey Tunnel (that Southampton team again). Scoring is simply a joke, with the tried and tested FIFA sweet spots in there, as well as thousands of others.

THERE'S ONLY ONE ISS...

The customary wealth of options offered by EA is also surprisingly missing. None of the horde of formations, tactics or anything is here. This just looks shoddy, even with EA's attempt at 'hipness', with a Ministry of Sound soundtrack.

The transfer market only allows you to use players which are listed, rather than having a database to pick from, and the bidding system just doesn't make sense. The training system is easy enough to use, but doesn't go into any depth, but this is only a problem if you can be asked to play long enough to train the players.

On a more upbeat note, the stadium look fantastic. And the commentary is superb. Andy Gray and Richard Keys from Sky Sports have been roped in this time, and Andy's customary 'Och look at taht! Taht wahz a gareht goal!' never fails to bring a smile. Shame you can't say that about the rest of the game, though. ■

Kenny Gan

DETAILS

- **Release**
Now
- **Publisher**
EA
- **Developer**
EA Sports
- **Price**
£29.99
- **Number of players**
1-4
- **Extras**
Dual Shock
- **Website**
www.easports.com

SPOILER

If for some unknown reason, you find it hard to score, then this handy little tip will have you banging 'em away like Pete in no time. Just shoot with pass in the penalty box rather than the shoot button.

BETTER THAN THREE LIONS WORSE THAN ISS PRO EVOLUTION

POWER Verdict

A truly shocking football game. It fails to capture any real atmosphere and excitement of the subject matter, and it plays painfully badly. Please, just do yourselves a favour and buy ISS, you really need nothing else.

4

DETAILS

- **Original Release**
November 1999
- **Publisher**
SCEE
- **Developer**
Insomniac
- **Price**
£19.99
- **Number of players**
One
- **Extras**
Dual Shock
Memory Card
- **Website**
www.insomniacgames.com

Spyro 2

Up-to-date opinions on this classic platforming masterpiece, plus what the future has in store for the horny dragon with a special Spyro 3 location report over the page!

Gateway To Glimmer

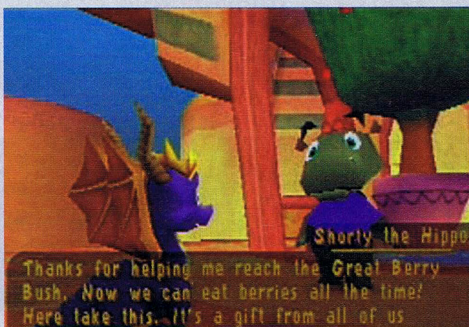
Sophisticated publication that Power is, we would never, ever dream of admitting that we've got the hots for a short-arsed purple dragon. So let's just get it on record now that we don't love Spyro at all, we merely respect him as a serious artiste. That said, we think perhaps this game was somewhat underrated the first time round because it really is one of the best platform games ever made! *Spyro 2* is a truly awe-inspiring platform game that'll keep you entertained for days if you're good, and weeks if you're not so good.

The structure is essentially the same as the first game, with big worlds broken down into sub-levels. However, Spyro has a wealth of new tricks to master, including climbing, swimming, hovering and skating. These tricks must be bought though, which means you have to share some of that treasure with a portly bear called Moneybags, who flogs you new abilities and opens up new levels.

The aim of the game is still very much collecting treasure. Well, it is if you want to complete it properly because merely getting through the game is easy, but it's finding all the loot that poses the real problem. Much of it is visible to the naked eye, but there's much more tucked away in difficult to reach places that only skilled players will uncover.

LIZARD KING

Thankfully, you can pause the game to bring up a huge progress report which clearly shows you how much treasure you have yet to collect on that level, plus what other treasures need collecting. These consist of Talismans (which are awarded when you get to the end of levels) and orbs (which are awarded when you complete a series of sub-tasks). This means that draining a level of all its riches is much harder than before. The aforementioned sub-tasks are what really make *Spyro 2* a joy to play. By interacting with friendly townsfolk in each level, you will be set a task which must be completed before they get their sparkling orbs out. These tasks can be anything from playing ice hockey to navigating a cart down a



particularly treacherous track. Most of the time though they involve collecting a number of objects that are scattered throughout the level. Whatever the challenge, it certainly doesn't harm the appeal of this great game.

BREATH OF FIRE

The graphics and sleek presentation are still the main attraction here – in fact, a short way into the game you are invited to try out a brand-new 'active camera' mode that eradicates the problematic moments when the perspective gets in the way of your fun, and you fall off cliffs simply because you can't see where you're facing. The game is also packed with amusing sketches that show the characters frolicking around between levels. Goofy, but strangely likeable.

Frankly, you'd be mad not to buy *Spyro 2* at this price. A more polished, playable platform game you'd be hard-pushed to find, and we guarantee that it will keep you amazed, amused, or just plain angry for weeks to come. We just hope we can find time to get through this before the second sequel comes out. ■

Ryan Butt



(Above) The flying sub-levels are here in full force. Great, they are!



(Above) More big, lumbering creatures block your progress.

BETTER THAN *Spyro The Dragon* WORSE THAN *Ape Escape*

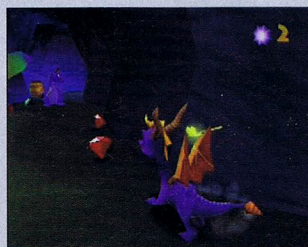
POWER Verdict

Spyro 2 is one of the most polished platform jewels we've ever seen. With a sequel out very soon, this really will be the year of the dragon.

9



(Above) Interacting with other characters will provide you with valuable advice and even tasks to do.



Collecting treasure is the main aim of the game. You have to be a real hot-shot to find it all though. Thankfully, by holding down all four shoulders buttons, your side-kick, Sparks, will helpfully point in the direction of any gems you haven't found yet.

• Now turn over the page to see what the future has in store for *Spyro*...

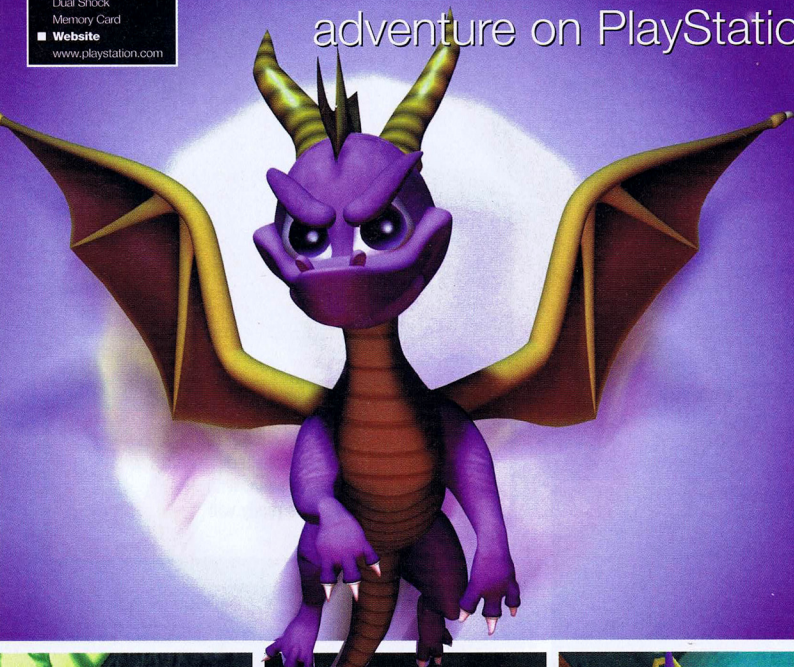
Spyro

Year of the Dragon

DETAILS

- **Release**
November
- **Publisher**
SCEE
- **Developer**
Insomniac
- **Price**
£TBA
- **Number of players**
One
- **Extras**
Dual Shock
Memory Card
- **Website**
www.playstation.com

Spyro returns for the third time in three years for his final adventure on PlayStation



Let's face it, up until now Spyro hasn't been the perfect platform hero. He may have very hot breath, but you get the feeling that he wouldn't beat Puff the Magic Dragon in a scrap by the sea. Perhaps that's why Spyro now has some mates to help him out in *Spyro 3*. And with Crash otherwise engaged in some party games collectively known as *Crash Bash*, this could well be Spyro's year.

Okay, a kangaroo named Sheila and Sergeant Byrd, the flying penguin don't sound like they'll form the spine of a fearsome bunch of characters, but join them up with Bentley the Yeti, Agent 9 the Space Monkey and our old pal Sparx the Mosquito, and you've got the makings of a good team. Playing as these characters means you're not limited to Spyro's attacks when taking on the bad guys. Instead you can rely on Agent 9's pistols, Sergeant Byrd's rocket launchers and Bentley's massive club. These characters, unlike those in *Rayman 2*, will actually add something new to Spyro, and Agent 9 in particular, with his mohawk helmet and sniper rifle is so un-Spyro-like it's untrue.

ALL MATES TOGETHER

But why are they all here? Well, would you believe it, someone has been caught stealing again. An evil sorceress has stolen 140 baby dragon eggs and it's down to Spyro to save them. After saving all the adult dragons in *Spyro 1*, he is quite experienced in these matters and, in any case, he's the only dragon who could fit down the passage into the sorceresses evil empire. While gliding around this world, trying to find your pals before they get turned into dragon omelette, you bump into Sheila, Sergeant Byrd, Agent 9 and Bentley and your adventure begins.

There are 37 levels and you can play as the new characters in eight of them. No doubt Sheila's level will exploit her extra long jump and Sergeant Byrd's moment of glory will be in flying levels as he picks up things with his flippers and blasts enemies with his rocket launchers. Meanwhile, Spyro will be using some new skills of his own. In addition to the 16 Spyro levels, there are some mini-games. The old thief chase from *Spyro 2* returns and there will be a flight race, a submarine shoot 'em up and best of all a skateboarding game



The levels in *Spyro 3* are a lot more diverse than in previous games. He even goes to space!

G'DAY SHEILA

A kangaroo called Sheila, eh? Now that's original. Let's hope a koala called Bruce doesn't pop up anywhere. Sheila, just like Spyro, is very cute, but she isn't very powerful. For that you need Agent 9 the space monkey. He is biologically enhanced and very intelligent.



This is Spyro's new kangaroo chum. Looks kinda gormless to us.



OI, CARROT TOP!



Looks like Spyro will have to use his fire breath more than ever! Look at the size of this giant snowman blocking his path and check out that huge guard standing in Sheila's way.



where Spyro jumps on a board, Tony Hawk-style, and does some tricks. And even Sparx gets in on the act in four shooting levels.

All these bonus games sound like fun, but it looks like Spyro is up to his same old tricks in the 16 main levels that form the basis of the story. In *Spyro 2* our purple dragon had learned how to swim, but he doesn't have any new skills in *Year of the Dragon*. The levels are twice as big as those in the previous game, but whether they will be full of enemies is a different matter. Spyro's worlds have

always had fewer enemies roaming about than in Crash's or Rayman's, and Spyro hasn't had enough opportunities to use his monstrous breath. But at least some of the boss battles are better than the usual dodge, three hits, knockout routine. One boss battle is a boat race in which you race in a speedboat against a giant shark.

Having said that, *Spyro 3* will be one of the best looking games on PlayStation and with all the new characters and mini games, Spyro may be ready, at long last, to take on the mighty Crash. ■

Tom East

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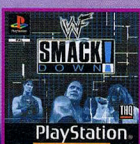
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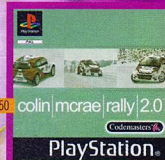
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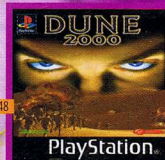
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PS2

THE FUTURE AT YOUR FINGERTIPS



More of the hottest babes, blasters and burning rubber for PlayStation2. Look to the future...



Ayane and her supermodel lookalike friends are set to look even better than ever, with cosmetic enhancements being put in for the PS2 launch right now!



TIME SPLITT

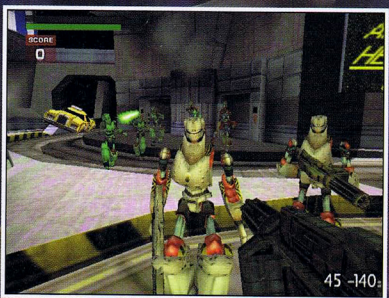
Who needs a storyline, when the action is this pumping?



'Nice heard,' choked the mummy.



The multiplayer mode consists of non-stop frantic blasting. Nice.



Because they're set over many times, each level looks different.



Yet another trip to the Tommy Cooper and guns convention turned sour.



Kelvin finally makes his long-awaited game debut. Now shoot him quickly.



Could you shoot this lady in the melons? Yes!



(Above) The single-player missions look pretty damn manic.

59-24

ERS

When's it out?: November
Type of game: First-person shooter
Published by: Eidos
Developed by: Free Radical Design

As a general rule, development teams are made up of pretty normal people. Honest. They make games, we play them and we either love or hate them. Simple. However, every now and then, a development team of near legendary status pops up, and gamers from all around gather to worship at their holy feet. They're like footballers, but without the sponsorship or pop star wives or boots or mass-media attention.

Still, one of these superstar developers is Rare, the jewel in Nintendo's crown, and one of the most sought after development houses in the country. You've probably heard anyone that owns an N64 rave on about Rare's greatest moment, the first-person shooter *GoldenEye 007* and what an amazing game it is. And let's be fair, they've got a pretty good point.

It could well be time to lay all that chat to rest, though, thanks to *TimeSplitters*, the first-person shooter that is shaping up to blast all other console shooters into tiny little pieces. And the best bit is, it's developed by Free Radical Design which was founded by members of the team that made *GoldenEye*. This is going to be rather good...

TIME SPLITS THE ATOM

While the action will undoubtedly involve killing and maiming all over the shop, there has to be a reason for all this senseless violence. Enter stage right then, the story, and what a mentalist tale this is too. Are you sitting comfortably? Then we'll begin (deep breath now).

Basically, there's a nasty race called the TimeSplitters. These evil folk live outside of time and space (we'd tell you exactly where, but we couldn't find it on a map) and it is their job to change the fate of humans for

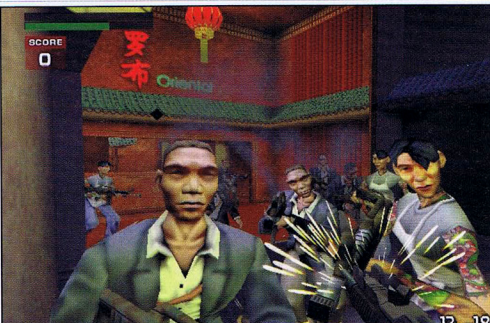
their own evil gains. Still with us? Good. Right, well, tired of changing fates and the like, the TimeSplitters decided one fine day (do you have days outside of time and space?) to all go to sleep. And so all was calm. Hurrah.

However, the peace didn't last for long, because once the TimeSplitters awoke, while discussing what it's like to be part of one of the most confusing stories a videogame has ever known (probably) over their cornflakes and newspapers, they noticed a random group of heroes that just go about their daily struggle without any knowledge of each other in the years 1935 to 2035. So, because this group of folk are so adventurous, the TimeSplitters want to take them out. It's just your average hundred years really. Cue one wonderful first-person shoot-'em-up.

HOT FOUR-PLAYER ACTION

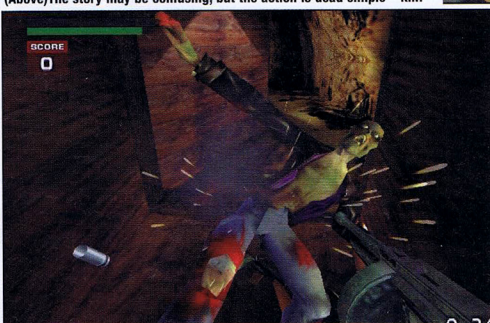
OK, so the story may be as plausible as a whippet with 17 super robotic running legs being unable to run fast, but we can assure you that the game is going to be a real gem. In fact, we'd even go as far to say that it could well be the best game to be available at the launch of the PS2. Really. We were lucky enough to get our mucky paws on an early version of *TimeSplitters*, and while none of the single-player missions were up and running, we were able to have a bit of a four-player bash. And what an amazing romp it was too.

This game is exceptionally fast, dead easy to get the hang of controlling and packed full of tasty features like secret places to hide, wonderfully effective weapons and characters that actually have a bit of character. Add all this to the 60 different playable characters, shedloads of multiplayer modes, exceptionally varied levels that take you through the ages and - get this - a simple to use level designer. Believe us, *TimeSplitters* is going to change the way we look at first-person shooters forever, and we can't wait for the Western release. Let's hope that they do. ■



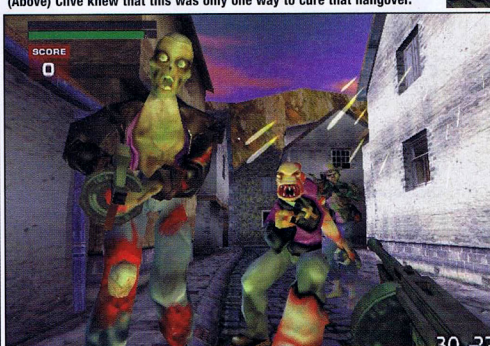
(Above) The story may be confusing, but the action is dead simple - kill!

13-18



(Above) Clive knew that this was only one way to cure that hangover.

9-24



(Above) They don't have dentists outside of time and space you know.

30-22





DEAD OR ALIVE 2: HARDCORE

Babe-tastic beating for our boys...

When's it out?: 24th November
Type of game: Beat-'em-up
Published by: SCE
Developed by: Team Ninja

beautiful collection of characters you couldn't even imagine in your wettest dreams.

Dead or Alive 2 was originally a Dreamcast-only exclusive, but suddenly when the PS2 appeared in Japan its publisher, Tecmo, realised its foolishness and quickly released the same game for Sony's awesome black monolith. Pleased as big jelly-filled pork pies we were to have the chance to play with

Kasumi in her new form, but there was just one problem – it looked and played exactly like the Dreamcast version!

FIGHT CLUB

With this being simply unacceptable for Western gamers, Team Ninja is working hard to bung in as many improvements as possible before the launch of the PlayStation2 over here. Here's a sneaky peek from a recently-released video and the strange thing is that it's not that much different except for the more realistic lighting, though it still looks lovely. We'll just have to wait and see how much the gameplay gets improved, but remember this – it's one supremely good beat-'em-up that's up there with *Tekken Tag Tournament*. ■

You saw Kasumi and her pals flash a bit of leg on the PlayStation a few years back, and they looked damned gorgeous too. Soon though, you're all to be treated to the most



At last, we can read the English subtitles and understand what's said!



All new tag-team double moves. Here's Tina being taken down by Kas 'n' Ein.



The in-game graphics cut scenes are better than ever with the new lighting.

GT 2000

Strap yourself in and brace yourself for the big one!

When's it out?: November
Type of game: Racing
Published by: SCE
Developed by: SCE

Gran Turismo is finally getting the treatment it deserves. The advances that have been made are going to make the GT2 look like a rusty

Fiesta next to *GT2000*'s shiny new Mitsubishi Lancer. The improved graphics were never going to be in question so we were always going to focus on the gameplay.

GT2000 has been optimised to make full use of the Dual Shock 2 controller. The pressure-sensitive buttons allow for far more subtle control of your chosen jalopy

for a more realistic driving experience.

Other gameplay improvements include more parameters governing the movement of the cars. Whereas the cars in *Gran Turismo* and *GT2* moved in just two dimensions, the *GT2000* car models will move just like the real thing.

GT2000 should be with us this November. ■



The main improvements are far more realistic physics and handling.

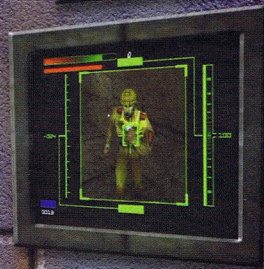


Now the car models will look absolutely like the real thing.



All 600 cars from *GT2* are going to be reproduced for *GT2000*.





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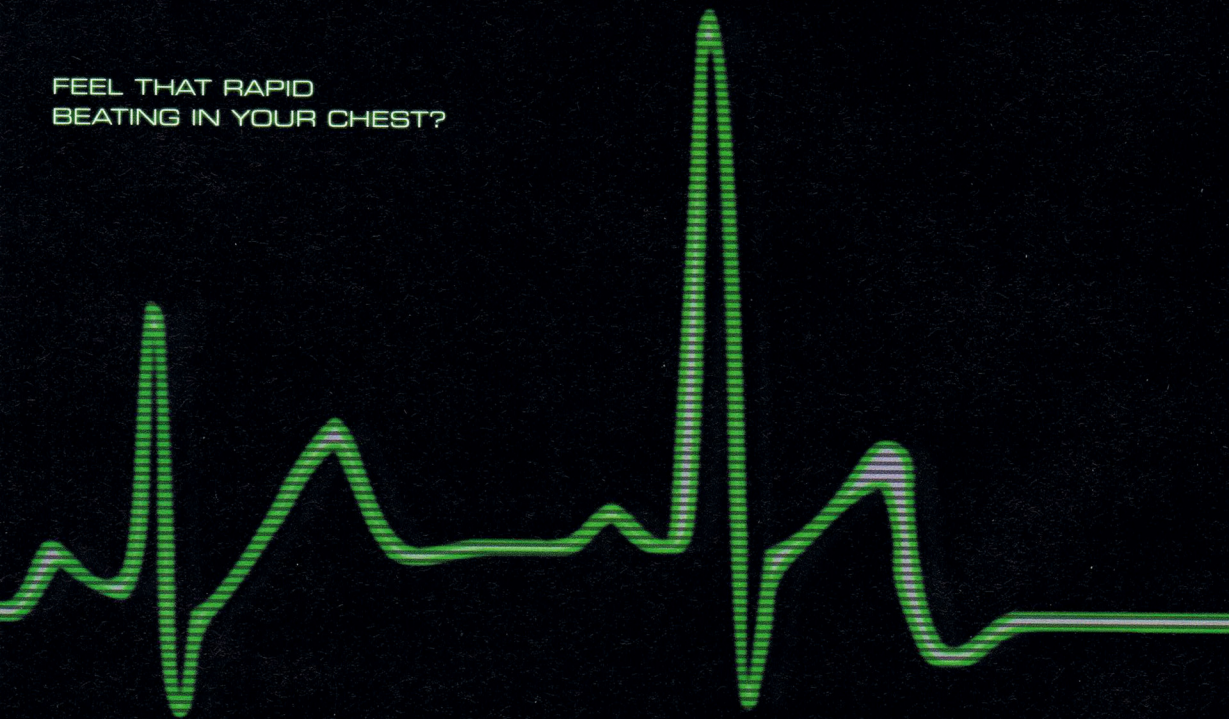
THE MORTAL KIND BEGIN...



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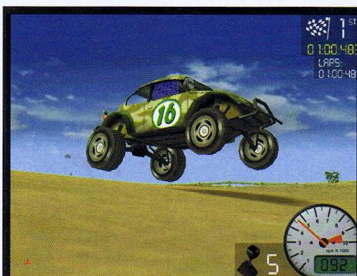


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Wild Wild Racing

TYPE: Racing

RELEASE DATE: November

PUBLISHER: Rage Software

DEVELOPER: In-house

Rage has previously been known for flashy games on the PC but has defected to PS2 for the console's first off-road racer. *Wild Wild Racing* is actually much more than a simple racing game, however. While you can churn mud with the Championship and Quick Race modes, the Challenge mode offers a little bit extra. The aim of the game here is to negotiate set courses within a time limit. One such stage requires you to knock a giant beach ball over the finish line, again, within a time limit. The game is currently quite slow but Rage is trying to get the frame rate up to 60fps! Fingers crossed they manage it.



SSX

TYPE: Racing

RELEASE DATE: 27th October

PUBLISHER: Electronic Arts

DEVELOPER: EA Sports

While you'll be initially blown away by the stunning graphics, it's the gameplay which is spot on. Multiple routes can be found through the futuristic landscapes as you hurtle through different types of snow. You'll have your choice of eight different boards to choose from, each with their own unique techniques.

You barely notice how detailed your surroundings are when you're racing, but the full replay mode allows you to admire the graphics at your leisure. Our favourite slope was the virgin mountain course where you start your run to some mood-setting classical music.



Red Faction

TYPE: Shoot-'em-up

RELEASE DATE: 2001

PUBLISHER: THQ

DEVELOPER: Volition

The one thing about most first-person shoot-'em-ups is that no matter how big your gun is, you never seem to dent the scenery around you. Now, THQ has signed up Volition and its latest masterpiece, *Red Faction*, to show how it's really done. Whenever a grenade explodes, you'll be rewarded with a nice fat crater. You'll be able to tunnel through walls or under obstacles by hammering away at the same spot for ages with a weapon. Also, the rocket launcher, is fitted with an infra-red sight so those troops who thought they could hide behind the flimsy wall aren't going to know what hit them.



Orphen

TYPE: RPG

RELEASE DATE: TBC

PUBLISHER: Activision

DEVELOPER: Kadokawa Shoten

Handing a developer a PlayStation 2 is like handing a small children a mountain of Play-Doh - they're going to come up with all sorts of weird creations. *Orphen* is another hybrid of gaming genres mixing up traditional RPG elements and action-adventure gameplay. You can play as the eponymous hero, *Orphen*, or three other characters you meet on your travels. The combat is also RPG-based like the *Final Fantasy* series. You can master up to 60 different attacks, including spells and weapons as you battle 30 different types of monster. *Orphen* also promises to include FMVs by the bucketload.



Wipeout Fusion

TYPE: Racing

RELEASE DATE: TBC

PUBLISHER: SCE

DEVELOPER: Studio Liverpool

The Federation has unveiled a brand new Wipeout league called F9000 in the year 2150AD. The craft are faster, more manoeuvrable and look a helluva lot better than previous *Wipeout* craft.

The new power at the developers' disposal means that for the first time the ships can hover in any position including the ceiling. Also, you don't have to stick to the courses as in previous racers. Now, if you can find them, there are extra routes to make the races a bit more exciting. There's a two-player mode but there are no plans to allow any more mates to take part so far.



Moto GP

TYPE: Racing

RELEASE DATE: TBC

PUBLISHER: SCE

DEVELOPER: Namco

Moto GP is going to be the first proper motorbike racer on the PlayStation2. You'll have the choice of racing 125cc, 250cc or 500cc bikes and several different modes of play.

The game is based on the FIM Road Racing World Championship with tracks in South Africa, Germany, Spain, Portugal, Britain and the Netherlands. Also, you'll be able to race at the famous track at Donington. All the tracks have been modelled from photos and Namco has challenged gamers to spot the difference. The bikes are all going to look like the real thing too.

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All your questions answered
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More new codes for your cheat carts
- 94 **NIGHTMARE CREATURES 2**
We guide you through this monster
- 100 **CHASE THE EXPRESS**
The final part of our ultimate guide

NIGHTMARE CREATURES 2

Has this ghoulish game sent you to hell and back? Need some expert advice on mashing those monsters? We've got the goods...

CHASE THE EXPRESS

Haven't thwarted those terrorists yet? Just as well we've got the concluding part of our guide then.



New Cheats

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MUPPET RACE MANIA

All Racers

At the start of the game, when the muppets are racing over the logo, press ●, ▲, ●, ●, ▲, X, ●, ▲, ●, X to unlock all 24 main racers. A message will confirm correct code entry.

All Racers and Vehicles

At the start of the game, when the muppets are racing over the logo, press ▲, ●, ●, ▲, ●, X, ▲, ▲, X, ●. A message will confirm correct code entry.

Unlock The Studio Track

At the start of the game, when the muppets are racing over the logo, press ●, ▲, ●, ●, X, ●, ▲, ●, ●, X. A message will confirm correct code entry.

Unlock Arches Track

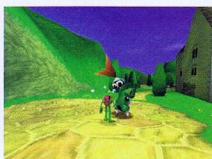
At the start of the game, when the muppets are racing over the logo, press ■, ●, X, ●, ■, ▲, ●, X, ●, ▲. A message will confirm correct code entry.

Unlock Fraggles Rock Track

At the start of the game, when the muppets are racing over the logo, press X, ■, X, ■, X, ■, ▲, ●, X, ■. A message will confirm correct code entry.

Unlock The End and Six Overhead Tracks

At the start of the game, when the muppets are racing over the logo, press ●, ▲, ■, ▲, X, ▲, ■, ●, ▲, X. A message will confirm correct code entry.



POPULOUS: THE BEGINNING

Cheat Mode

Highlight and press X on every tree in the first level. Then, press START to display the options screen. If done correctly, the last option will now be called 'Cheat'. Select it to access a cheat menu with options for maximum mana, all spells, and all buildings.



FRONT MISSION 3

Get new endings

Clear the game, then start a new game and save it over the top of your other file. Then clear the game again with the name of Cloud Honshi (for you who played *Final Fantasy VII*, he is Cloud's brother). If you entered the cheat you would see him in the ending of the game he looks a lot like Cloud but he is darker in skin.

Play with Battle Skills

When you beat Emma's or Alisa's storyline. Wait until after the credits and you can save your game at a final save point. Then the title screen comes up. Load your memory card file into the game. You are allowed to play the other or same storyline with all the Battle Skills from your previous game file.

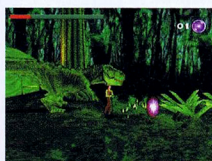
Special Weapon

In the Alisa missions, after mission 46 go to the ArmoredK website and check out BBS 3. At the bottom there is a number (555-XKR-224). Then go to the Xspond Garbagepit. There should be something called the Infernal Dialer. Dial this number in and you will receive the parts to a Hoshun Mk12 and a laser weapon. Put it together and upgrade it. It is the best wanzar in the game!

Split point

The 'split point' in the game is so close to the start that gamers could play the story and never know what went wrong. When you finish the Wanzar testing, Royogo'll ask if you want to go with him. Go with him for Emma's story. Don't go with him for Alisa's story.

JURASSIC PARK: THE LOST WORLD



Level Select, View FMV Sequences

Enter ■, X, ●, ▲, ▲, X, ●, ●, ▲, ●, X, ■ as a password. You will have to attempt it three times before it works, so just ignore the 'Invalid Password' message inbetween takes. Select the blank position at the bottom of the 'Movies' menu to view all FMV sequences in the game. The FMV sequence also includes the sequence of Malcolm congratulating you for completing the game and then running from a T-Rex.

Free Movement

Begin a game on the Human Prey or Hunter levels. Hold L1 + UP, then press X + ■. Your character may now move freely throughout the level and have a rapid-fire weapon. Your character will also be invincible while shooting the weapon.

Galleries

Enter one of the following passwords to view artwork and additional scenes for the corresponding game character.

Compy - X, ▲, ▲, ■, X, ●, ▲, ■, ▲, X, ●
General - ■, ●, ■, ●, ●, ●, ●, ●, ●, ■, ●
Human Prey - ▲, ■, ●, ■, X, ▲, ▲, ●, X, ■, ▲, ▲
Hunter - ▲, X, ■, ▲, ●, X, ■, ●, ■, X, ●
Sarah - ●, ●, X, X, ▲, X, ▲, ■, X, X, ▲, ▲
Tyrannosaurus - ▲, ▲, ●, ■, ▲, X, ▲, ■, ■, ▲, ●
Velociraptor - ●, ■, ▲, X, ●, ▲, ■, X, ●, X, ▲

Level Passwords

Enter one of the following passwords to start on the corresponding level with 99 lives.

Compy - X, X, ●, ▲, ■, X, ■, X, ●, ■, ■
Human Hunter - ■, ■, ▲, ●, X, ■, ■, ■, X, ●, ▲
Velociraptor - X, X, ●, ▲, ■, X, ■, X, ■, ■, ●
T. Rex - X, X, ●, ▲, ■, ■, ■, X, ▲, ■, ■
Human Prey - ■, ■, ▲, ●, X, X, ■, ■, ▲, X, ●, ▲

A BUG'S LIFE

Level Skip

Pause the game and press L1, L1, R2, R2, X, ●, and ▲. Alternately, press L1, L1, R2, R2, X, ●, and ▲ at the main title screen.

Unlimited Lives

Return to training level and find the letters that spell 'FLIK' to gain a bonus life. Repeat this to obtain as many lives as you need before resuming the regular game.

Hidden Training Level

At training level, finish Mr Spill's objectives. Kill all spiders to reach a hidden level. Finish this to see FMV sequences.



LEADERBOARD

SO YOU THINK YOU'RE A MEAN GAMESPLAYER? PROVE IT!

Come on, what's the matter with you? Are you all crap at games or something? Andrew Mawdsley of Hereford sent in these *Gran Turismo* 2 times ages ago, and so far nobody has managed to better them. Pull your fingers out and get racing, it's got to be worth getting some unbeatable times in just to wipe that smug grin off Andrew's face. No more excuses, send your times to us at: Leaderboard, POWER, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.



Challenge time. Your mission, should you choose to accept it, is to unlock Nitros Oxide in *Crash Team Racing*. Send us the proof.

Gran Turismo 2

Times by Andrew Mawdsley, Hereford.

Tahiti Road	48.831
Midfield Raceway	53.631
High Speed Ring	43.892
Super Speedway	25.442
Seattle Short	45.978
Rome Short	36.662
Red Rock Valley	55.153
Seattle Long	1.10.028
Rome Long	1.03.610
Grindelwald	1.01.601
Laguna Seca	1.04.590
Apricot Hill	1.03.517
Motor Sports Land	29.942
Trial Mountain	1.04.805
Clubman R5	38.465
Grand Valley East	49.233
Grand Valley Long	1.25.873
Special R5	1.04.590
Autumn Ring	1.00.248
Test Course	46.192



Andrew Mawdsley - smug

X-MEN MUTANT ACADEMY



Cheat Mode

On the title screen or character select menu, press SELECT, UP, L2, R1, L1 and R2. A sound will confirm correct code entry. Everything will now be unlocked in cerebro mode and boss characters will be playable.

Lock Movies, Bosses, and Survival Pictures 1 and 2

On the title screen or character select menu, hold SELECT + START. Everything except academy mode rewards will be locked again in cerebro mode.

Hidden Characters

Here is a list of hidden characters, and how to unlock them...

Toad - Complete arcade mode as any character.

Mystique - Complete arcade mode twice as any character.

Sabretooth - Complete arcade mode three times as any character.

Magneto - Complete arcade mode four times as any character.

Movie Costumes

Press ■ to pick any character on the selection screen to choose their movie costume.

Third Costumes

Graduate from the Academy with any character and get straight As. Then, press ● to pick a character from the selection screen.

Behind The Scenes

Successfully complete the game with all of the characters, wearing their movie costumes to view special behind-the-scenes pictures in cerebro mode.

Character Movie Pics

Win 20 rounds as any character in their movie costume in survival mode to view character movie pictures in cerebro mode.

Character Comic Pics

Win ten rounds as any character in their default costume in survival mode to view character comic pictures in cerebro mode.

Historical Comic Pics

Successfully complete the game with all of the characters, wearing their default costumes to view historical comic pictures in cerebro mode.

Character Opening FMV

Successfully complete the game as any character in arcade mode to view character opening FMV in cerebro mode.

Character Ending FMV

Graduate from the Academy with any character to view the special character ending FMV in cerebro mode.

Movie Pics

Win 20 rounds with Gambit in survival mode to unlock special pictures from the movie in cerebro mode.

CHEATS

COMMAND & CONQUER: RED ALERT

Cheat Mode

Click on the 'Teams' button menu with ● (or whichever button is currently configured as 'Cancel'). Then, move the pointer over the following icons on the tool bar and press ●...

Instant Victory – X, ■, ■, ●, ▲, and ●

Nuclear Attack – ●, X, ●, ▲, ■, and ▲

Parabomb – ■, X, ●, ●, X, and ▲

1000 credits – ■, ■, ●, X, ▲, and ●

and ●
Convert ore to civilians – X, ●, ▲, ▲, ●, and X.

Change ore or crystals to gold – ■, ●, ■, X, ●, and ●

Chronoshift – ▲, ●, ●, ■, and X.

Reveal map – ■, ▲, ●, X, ▲, and ■



SPYRO THE DRAGON

99 Lives

Pause the game, enter the 'Inventory' menu, and then press ■ ■ ■ ■ ■ ■ ■ ■ ■ ■, UP, ●, UP, LEFT, ●, and RIGHT.

Level Select

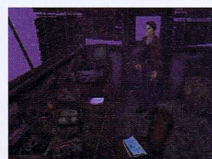
Pause the game, enter the 'Inventory' menu, and then press ■ ■ ■ ■ ■, LEFT, RIGHT, LEFT, RIGHT, ●, UP, RIGHT, DOWN. Now go to the balloonist to venture to any level in the game.



SILENT HILL

Extra Options

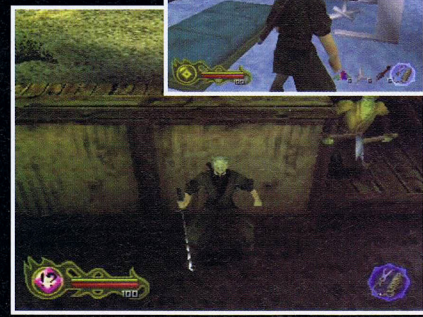
Press L1 or R1 at the options screen. An 'Extra Options' menu with weapon control, blood colour, view control, retreat turn, walk/run control, and auto aiming selections will appear.



TENCHU 2 BIRTH OF THE ASSASSINS

Level Select

Press START at the map screen and enter the load/save menu. Then, hold R1 and press UP, DOWN, ■, UP, DOWN, ■, UP, DOWN, ■, DOWN, UP, and X. Play as Tatsumaru. Successfully complete the game as both Rikimaru and Ayame to unlock Tatsumaru as a playable character.



SPORTS CAR GT

All Tracks

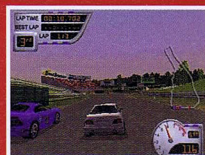
During the title screen, press DOWN, DOWN, LEFT, RIGHT, UP, LEFT, ●, and R2 to unlock every track.

All Cars

During the title screen, press UP, RIGHT, LEFT, RIGHT, DOWN, and UP to unlock every available car.

Additional Money

During the title screen, press UP, LEFT, LEFT, RIGHT, DOWN, RIGHT, L1 and ■ to gain extra dosh.



HEART OF DARKNESS

Cheat Mode

Hold L1 + L2 + R1 + R2 on controller two and turn on the PlayStation. Keep the buttons pressed and enter the options screen from the main menu with controller one. Then, choose the 'Load Game' option from the Treehouse screen to select any level or FMV.



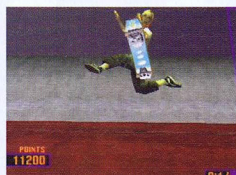
GRIND SESSION

Level Select

Pause the game and press ●, UP, DOWN, ■, ▲.

All tricks

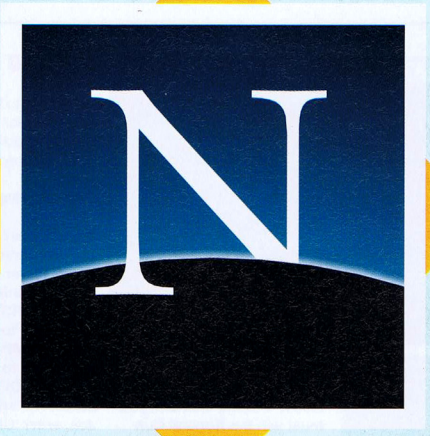
Pause the game and press DOWN, LEFT, UP, RIGHT, DOWN, LEFT, UP, LEFT.



c: Netscape Online

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Q&A

WRITE TO:

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30 MONMOUTH ST,
BATH, BA1 2BW

powertips@futurenet.co.uk

YOUR GAMING PROBLEMS ANSWERED

SAME OLD GORMAN, ALWAYS CHEATING!

At school, none of the other kids would play with Clive because he was such a know-it-all little cheat. But as a grown man, he's used these skills to his advantage and has become the Gaming King! Here he shares his wisdom with you...



Edward Rose wants to know if there's any secret stuff in *ISS Pro Evolution*. There is Ed, but you've got to score a lot of goals, like Michael (above).

❖TEKKEN 3

Dear Power

Could you please help me on *Tekken 3*? I've got every character except one. I've got Ogre, True Ogre, Heihachi, Mokujin, Panda, Bryan, Anna, Gon, Gun Jack and Julia. Where is the other person?

Paul Mullen, Co Roscommon

The final character is Doctor Boskonovitch. To get him you must complete the Tekken Force mode four times. The first three times you will be rewarded with a bronze, silver and gold key. Once you have these, the fourth time you complete the mode, you will go on to face Dr B in his secret laboratory. If you defeat him, he will be unlocked on the

character select screen. The easiest way to complete the Tekken Force mode is to use Gon and constantly use his tail spin move to defeat all of the guards.

❖ISS PRO EVOLUTION

Dear Power

I would like to ask you some questions. In *ISS Pro Evolution*, are there any secret teams, modes or stadiums? If there are, how do I get into them?

Edward Rose, Northampton

There are four bonus teams hidden away (European and World All-Stars, plus Classic European and World All-Stars). To get them, you must win the International Cup and League mode on

the default difficulty settings. To get the bonus Old Club House training stadium, you must win the Konami Cup on the default settings.

❖JUDGE DREDD

Dear Power

Please can you give me some cheats for *Judge Dredd*? Nobody knows anything about the game, you're my last hope!

Roy King, Blackburn

No problem, Roy. For invincibility, enter your name as 'EIKKIN' on the high score screen. For deformed characters, enter your name as 'PEMON?' on the high score screen. Finally, for ten credits, enter your name as 'BEDSTRAW!' on the high score screen.

❖BLOOD LINES

Dear Power

I would like to know if you have any cheats for *Blood Lines*? I need to unlock all of the characters because I haven't got them all.

James Pennington, Cowley

Blood Lines? Ah, so you're the one person that bought it, eh? Never mind. To play as Annor enter 'CLAWEDFIST' as a password, to play as Daria enter 'DOMINATION' as a password, to play as Joe enter 'JUJOFEVRY1' as a password, and to play as Jon, enter 'UNMASKED' as a password.

❖MK: SPECIAL FORCES

Dear Power

Please help me. I am stuck on *Mortal Kombat: Special Forces*. I'm on level three, and I need the access codes to operate the elevator.

Toby Pepe, via email

Right, when you start the level, exit the room heading downwards and look for a car on your left. Walk up to it and check its number plate. The access codes come from the number plates of cars, so check each one you



Roy King needs a little help restoring law and order in *Dredd*. You come across and write down the numbers.

After checking the number plate, head down, then run all the way left to the door on the lower left. In the upper-left corner is a switch to open the garage door. Open it, then walk out of the room and check the cars in the parking lot that you'll find nearby.

Now go through the garage door and head left, then check the two cars in the nearby parking lot. Ahead of you is a door which needs an access code, but you are missing a number plate. Go right, then head down to find the last car. Now come back and enter the code '82931'.

This should open the door. In front of this door is a car, so check that, then head left. There should be another car on the lower part of the screen; check that as well. The last one in this place is ahead of you, and right beside it is a large medi-kit. Now head back and go up the parking lot, checking the last car in this whole place. At the dead end is the place to input the access code, which is '97482'. Go in there, and look for a small yellow room. Go in there to get a Red Key.

Head back to the last two garage doors you opened via the access codes, then head to your right to a room with big glass windows. Open the door, then go straight and press X at the elevator to exit this part of the level.



Paul Mullen is missing a character in *Tekken 3* – the wrinkly old Doctor B.

❖ TINY TANK

Dear Power

You recently published how to access the hidden cheat menu in *Tiny Tank*, but you didn't print any of the codes to put into the menu. Can you help?

Dave Handy, Isle of Wight

Sorry about that. Allow us to rectify the matter. For anyone that missed the original cheat, you can access the cheat menu by holding L1 + L2 + R1 + R2 whilst in the options menu. For low gravity, enter 'FEATHER' on the cheat menu, for a small tank enter 'TINYTINY', and for Megashoot enter 'WEAKROBOT'. Also, for a level select, press L1 + L2 + R1 + R2 + LEFT + ● + SELECT at the new game 'Stamper' menu.

❖ CRASH RACING

Dear Power

I have a question about *Crash Team Racing* on how to get Nitros Oxide. I have used an Action Replay code to get the time 00:00:00 and I have got the gold and platinum stars (all the stars you can get). I have all the characters including Penta Penguin, N. Tropy, Pinstripe, Ripper Roo, Fake Crash, Papu Papu and Komodo Joe – all I need now is Nitros Oxide. Also a question on *Micro Maniacs* is there another secret character because I already have Dynamo, Roach, Toxin and Project X – the four secret characters and the secret levels. Can you help me please?

Lloyd Henderson, Suffolk



Obtaining Nitros Oxide as a playable character in *Crash Team Racing* is a long, drawn out process. You've got to ask yourself 'is it really worth it?'

Unlocking Nitros Oxide as a playable character is a tricky business. We must stress that we haven't actually tested it, but this is the latest method for obtaining him. First, successfully complete Adventure mode with all platinum relics. Next, defeat all of N. Tropy's ghost cars in the Time Trial tracks in order – starting with Crash Cove first – do not proceed to defeat Oxide's ghost. Next, defeat all of Oxide's ghosts in the Time Trial tracks in order, starting with Crash Cove first. Then, hold L1 + R1 and press RIGHT, ●, ▲, LEFT, DOWN, ●, ▲, and LEFT at the main title screen. Oxide will appear on the character select menu on a second screen that can be displayed by scrolling down from the first screen. As far as *Micro Maniacs* goes, there are no new characters to find.

❖ OVERBOARD

Dear Power

My poor mate Kris has been searching unsuccessfully for *Overboard* cheats for so long that it's driving him bonkers! He's got the level passwords but is desperate for an infinite health cheat. Please help him, as he's driving me insane with his moaning!

Steve Resin, via email

Tough luck for your mate, there are no cheat codes for *Overboard*. Unless of course one of our readers knows otherwise...

❖ METAL GEAR

Dear Power

Where can I find the digital camera in *MGS*?

Psycho Mantis, via email

If anyone should know then it's you, Mr Mantis. Go to area B2 of the tank hanger. At the end of the hall to the right of the room where you fight Revolver Ocelot is a secret room. You must use C4 explosives on the wall (if you look in first-person view, you'll see that it has cracks and looks



Psycho Mantis wants to know where the camera in *Metal Gear Solid* is hidden. Well, you would think he would know, wouldn't you?

different than the other walls). Inside is the Card Four and Card Six doors. The camera is behind the Card Four door, so make sure you have

the right card. If you use the camera in certain places your pictures will develop with strange, ghostly images of the development team in the background.

NAME THAT GAME



WILD, WILD WEST

Dear Power

During my hazy college years, I remember skipping the odd lecture... yeah okay, skipping A LOT of lectures, and heading down the local arcade to blow the whole of my grant on games. One game I liked was set in the wild west and it involved hunting down outlaws, shooting up towns and doing battle with Injuns (sorry, Native Americans). I can't for the life of me remember what it is, though. Any ideas, and can I get hold of a copy on PlayStation?

Seth Bancroft, Chester

The game in question is called *Sunset Riders*, and it was released in the early 90s. It was a scrolling shoot 'em up whereby you had to blast your way through several action-packed levels, each with a big boss outlaw at the end. The game enjoyed an appearance on both the Sega Mega-Drive and SNES consoles. The appeal of the game had already faded by the time the PlayStation was introduced, so it never made an appearance on this particular system.

• Do you need help identifying a gaming great of the past? Has too much booze eroded your long-term memory and subsequently banished the name of a classic console cart to the area of the brain only ever used nowadays for powering your fingers with just enough strength to roll a particularly sticky bogey? If so, write in to us at: Name That Game, Power, 30 Monmouth Street, Bath BA1 2SW. Provide as many sketchy details as possible.

Codes

75AFB537CED1=WIN!

Action Replay and Xplorer cartridges do great things for your playing... they give you power!

XPLORER CODES (BLAZE) tel: 0900 7779757 (50p/min) www.x-plorer.co.uk

ARMY MEN: SARGE'S HEROES

Infinite Health
85B917F7CFF9
Infinite Health Partner
(1st mission)
85B96D97CE95
Hyper Mode (Boot Camp)
85BC2FFFCED
Infinite Ammo (Boot Camp)

85BDDEA5D1B4
85BDEC45D1B4
85BDEE55D1B4
85BDEDF5D1B4
85BDEF05D1B4
85BEF065F5DC
Infinite Ammo (All weapons)
75B00E01CE70
85B00E05F2CD
75B03339CE4F
85B0333DF2CD



Ammo Increases

75B00EEFCDDC
85B00EEFCCE
75B0330BCEE9
85B03317CECE

WALT DISNEY WORLD QUEST MAGICAL RACING TOUR
Start on Last
Lap/Always First

(Activate codes before race starts by pressing Select and Left.)
75B08FB7CD4B
35B1A107CECF
Instant Win
(Activate codes before race starts by pressing Select and Right.)
75B08FB7CDAB



35B1A107CED0
All Lucky Fairies
85B0B907CED5
Have 30 Coins
(Press Select and Up)
75B08FB7CDDB
85B0B9FCCEB
Always Have 8 Cups
85B0B903CED5
Unlock All Levels
85B0B23ED8C
105% / Unlock

Everything
B5B6BEEFCED
15B0BB27D1D0
B5B6BEEFCED
15B0BB29D6CD

IN COLD BLOOD

Infinite Ammo MP
05ABCD1BCECD
Infinite Rounds
05ABCD4BCECD
Nine Rounds
(Press L1 & L2)
75C610FDC8CC
35C2493FCEDE
Infinite Medicine
05ABCD83CECD
Nine x Medicine
(Press R1 & R2)
75C610FDC3CC
35C24943CED6
Infinite Health
05AD4EAFCECD
Freeze Timer
85B17B17CECD
Dumb Enemies On
(Press Select and L1 Pad 2.)
75C61021C9CB
85AD1CD502CD
Dumb Enemies Off
(Press Select and L2 Pad 2.)
75C61021CCCB
85AD1CD5DACE



MEDIEVAL 2

Infinite Lifebars
85B8CF8FCFF9
Infinite Lifebars II
55ADD82F2ED1
35D324E71D13
Music Off
35B8C0EFCED
'Chalice of Souls' at 100%
(Press L1 and L2.)
75B82095C8CC
35B7B9BCECF5
Infinite Ammo
05AE1EABCECD
Have:
Broadsword 99%
85B8CFC3DDCC
Magical Sword 99%
85B8CF7CECD
Walking Stick
85B8CF8BCECD
Pistol
85B8D0CFEDCC
Hammer
85B8D0D3CECD
Crossbow
85B8D0D7EDCC
Flaming Crossbow
85B8D0DBEDCC
Axe
85B8D0DFCECD
Gatling Gun
85B8D0E3EDCC
Good Lightning

85B8D0E7CECD
Lightning 99%
85B8D0EBDDCC
Blunderbuss
85B8D0F3EDCC
Bombs
85B8D0F7EDCC
Drumsticks
85B8D0FBEDCC
Torch
85B8D0FFCECD
Copper Shield
85B8D0D3EDCC
Silver Shield
85B8D007EDCC
Golden Shield
85B8D00BEDCC
Infinite Money
85B8D0174DCC
Have all Weapons and Items
75B82095C8CC
85B8D0E3CECD
15B8CFB4DCC

STREET FIGHTER EX2 PLUS

Infinite Health P1 and P2
05C3AC7CECD
Infinite Excel Time
(Press R1 and R2 and Select.)
75C7B1B1C3CB
05C8F9FCECD

WIN!

Thanks to Blaze, you lucky people have the chance to win all these goodies every month. The Xplorer is worth entering for alone, but the 8Mb Memory Card is fantastic value. There's never been a better time to get involved in a bit of cheating, so get your pens in gear!

These are the cool prizes:
FX XPLORER CARRY BAG
VIPER JOYPAD
8MB MEMORY CARD
Send your interesting postcards (please!) to:

I'M SO XCITED, I'M GOING TO XPLODE!
Power #57,
Future Publishing,
30 Monmouth Street,
Bath,
BA1 2BW

And here is this month's question:
What would Dave rather listen to?
a) Sandstorm - Darude
b) Tragedy - Steps
c) Enter Sandman - Metallica



ACTIONREPLAY CODES (DATEL)

tel: 09064 774477 (60p/min) www.codejunkies.co.uk

SFEX2+

Infinite health P1 & P2

801AACF8 0000

801AACFA 0000

Infinite Time to Select

Character

D00B0036 0682

300B0037 0007

Infinite Battle Time

80103FAC 0000

80103FAE 0000

Decrease Battle Time

(Press L1 and L2 and

R1 and R2)

D01EF3E2 F0FF

30103FB0 0001

Infinite Excel-time

(Press R1 & R2 &

Select.)

D01EF3E2 F5FE

801F38D0 0000

D01EF3E2 F5FE

801F38D2 0000

Start On Last Stage

D01EBF2E 0000

801EBF2E 0006

ExcelBreak and

SatelliteFall Unlocked

301EF3C9 0001

Garuda, Shadow Geist,

Kairi and Hayate

Unlocked

801F57B0 FFFF

301F57B3 00F0

Player 1 Codes

Infinite Health

301EA024 00C8

SuddenDeath

301EA024 0000

Full SuperCombo-

gauge

301EA025 0096

No SuperCombo-

gauge

301EA025 0000

Max Score

801E9E3C 967F

801E9E3E 0098

One Fight Won

(Press L1 and L2 and

Select. ROM-Version

2.0 or higher is

required.)

D01EF3E2 FAFE

D01EF3E2 F0FF



All you beat 'em up maniacs out there should love this. SFEX2+ is great!

301E6F26 0001

Never won

301E6F26 0000

Player 2 Codes

Infinite Health

301EB8A0 00C8

SuddenDeath

301EB8A0 0000

Full SuperCombo-

gauge

301EB8A1 0096

No SuperCombo-

gauge

301EB8A1 0000

One Fight Won

(Press L1 and L2 and

Select. ROM-Version

2.0 or higher is

required.)

D01EF404 FAFE

301E6F27 0001

Never Won

301E6F27 0000

VS Bison II unlocked

301EF3CA 0001

Increase Time

(Press L1 and R1 and

Start. ROM-Version

2.0 or higher is

required.)

D01EF3E2 F3F7

801F38D0 1C20

Decrease time

(Press L2 and R2 and

Select. ROM-Version

2.0 or higher is

required.)

D01EF3E2 F0FF

D01EF3E2 F0FF

'Get off my ship you scamp!' shouts the pirate.
'You y'ungsters 'ave no respect these days!'

Start. ROM-Version

2.0 or higher is

required.)

D01EF3E2 F0FF

801F38D0 003C

No Barrels Missed

D01EF360 0103

301E6F31 0000

Max Barrels

301E6F36 00FF

99 Combo

301E6F37 0063

IN COLD BLOOD

Infinite Ammo MP

80020F4C 0000

80020F4E 0000

Infinite Rounds

80020F7C 0000

80020F7E 0000

Nine Rounds

(Press L1 and L2.)

D01D522E FAFF

30198B70 0009

Infinite Medicine

80020FB4 0000

80020FB6 0000

Nine x Medicine

(Press R1 and R2.)

D01D522E F5FF

30198B74 0009

Infinite Health

800490E0 0000

800490E2 0000

Freeze Timer

8008BD48 0000

GALERIANS

Infinite HP

801BF824 00C8

No AP



Two of the toughest characters for you to marvel at. It's Garuda vs M. Bison!



'Eat my sword you big yellow, smelly dragon!' You'd need skill to survive this.

801AF0A4 0000

Infinite Red

801AF0B4 00C8

Infinite Green

801AF0B0 00C8

Infinite D-Felon

801AF0B8 00C8

Skip lev.always at 3

801AF0CC 0000

No Timer

801AF524 0000

VAGRANT STORY

Note: skip FMVs or it

may corrupt them and

crash.

Infinite Health

8011FA58 03E7

8011FA5A 03E7

Infinite Magic

8011FA5C 03E7

8011FA5E 03E7

Max Strength

8011FA62 03E7

8011FA64 03E7

Max Intelligence

8011FA66 03E7

8011FA68 03E7

Max Agility

8011FA6A 03E7

8011FA6C 03E7

HOGS OF WAR

Infinite Ammo and

Items

800A4144 0000

800A4146 0000

Infinite Promotions

8002B5CE 0063

Infinite ammo and

items

800A4144 0000

800A4146 0000

Infinite promotions

8002B5CE 0063

DRAGON VALOR

Infinite Health

8008A8CE 001E

Infinite MP

8008A8D2 0014

Lots of VAL

800A30F0 00FF

BISHI BASHI SPECIAL

Infinite Lives Player 1

800727C0 0003

Infinite Lives Player 2

800728F4 0003

WIN!

We are giving you the chance to win an Action Replay CDX cartridge EVERY month (courtesy of code gurus Date!). Just put your answer to this question on a postcard and send it to:

I'M A CHEATING BASTARD

Power #57,

Future Publishing,

30 Monmouth

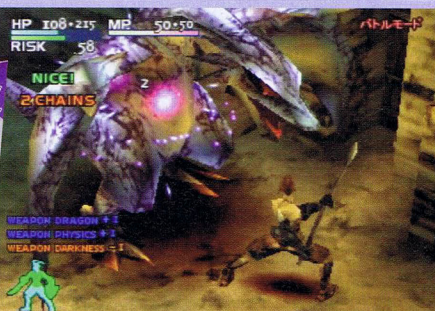
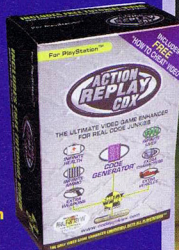
Street,

Bath,

BA1 2BW

The question:

If Power was on Big Brother, which of the team would get voted out first?



WALKTHRU

NIGHTMARE CREATURES 2



It's got more violent ugly bastards than a Slipknot concert. POWER shows you how to make it to the end in one piece...

NIGHTMARE CREATURES 2

MASTERCLASS

Axe Attacks

You can barely run five yards in NC2 without something nasty jumping out at you. Central to the fighting is the block function (● and Down). Use this at all times when a creature is attacking and only wield your weapon when they back off. It's best to start off with smaller blows – use Up, ■, ■ for a quick one-two slash or Up, ▲ to kick them over (this is good for buying you time and space but doesn't actually do too much damage).

Once you've whittled down their health (the red health bar in the top right shows you when), block the attacks and run forward with a combo hit, pressing X, X, ■ or ■, ■, X.

When the creature's strength is nearly spent, 'Fatality' will flash up on your screen. As you see it, rush in, hold X and ■ and watch as Herbert performs a variety of special moves to do away with your enemy for good.

Action Buttons

To move bookcases, cabinets or other obstacles, line yourself up and press X. When you have to climb up anywhere, align yourself with the ledge and hold down ■. This will make Herbert haul himself up. To swim, hold down ■ and press forward. To surface, hold down X and press forward and you'll climb out onto a suitable ledge.

Spells and Shields

There are many spells to be collected along the way which can be recovered from boxes, cabinets, cases, windows and other areas. Simply hack away at everything that looks suspicious, because these spells can help Herbert when he's in combat. They are best saved for times when you have to fight on low health or face two monsters at the same time.

Possibly even better than spells is the shotgun that you'll find in level two, which blows away baddies with a single shot. Nice! Use R1 to scroll through your inventory of spells (if you have more than one) and R2 to actually use them.

LEVEL 1 – THE ASYLUM

After coming to your senses in your padded cell and taking hold of thy mighty axe, exit the room and turn right into the adjacent cell to collect a Gas Spell. Return up the corridor to fight your first zombie. These guys are pretty slow – block the first few attacks, then after each time you block one of his slaps, attack using Up, ■, ■ and retreat. Whittle him down a little, then go for it with the combos.

Female fiend

This done, progress through the flames and follow the corridor around to face a disgusting abomination of a vaguely female form [1]. Use the same principal as before: block her attacks, wait for her to retreat and growl, then rush in with your axe flailing, then retreat and block her next attack. Repeat until she's dead and plfer the Medi-drip from the rusted trolley.

Collect the key from beneath the nasty-looking hooks and swim underwater, getting out the other side and climbing up through the hole in the wall to the left to drop into the yard below. Break the cases to get a Fire Spell and then go through the doors to face two zombies. Use your spell on one and hack the other as before, then exit through the gate in the top left corner. Surprise zombie attack! Kill him and climb up the fire escape until you reach two skylights.

Smash and jump into the laundry room, hopping down the chute in the top left corner. Make your way up the ladder on the right-hand column, killing another zombie, collecting the wire cutters and pushing the door switch. Jump down, smash the glass cabinet and exit through the now-opened door. Fight the zombie, collect the Gas Spell from the table to the right and run down the ramp to the left of the furnace and save.

Green and mean

Follow the corridor round to face a large, ugly, green monster in the showers [2]. He looks mean but he shouldn't be a problem. Just before he lets out a deafening roar, rush up to him and give him the ol' one two (Up, ■, ■) with your chopper. Retreat and block, then repeat the process until he is no more.

Kick the second shower tap from the right to get a Medi-drip. Now go up the ramp to your left for a double encounter – get yer spells out! The battle won, leg it up the ramp and go around to the right. After a scrap with the demon woman, collect the Skull Spell and the key from the cabinets, return down the ramp and follow the corridor by the gates round to the right.

Come to door 8, use the wire cutters to get through and you'll find yourself out in the rain. Follow the passage round, fighting the green 'un as you go, and use the key on the door.

Now for a tricky fight with two Devil Dogs [3]. They fight you one at a time and again, use ● to

block before you attack. Continue through the next door and collect the Skull Spell from the cabinet. You'll then be ambushed by a pair of zombies. Dispatch them, collect the health from the glass case and go through the left doors into a large room. Kill the zombies hiding in each of the bottom corners. Go through door H4 and up the ramp to save.

Now head down the ramp, follow the corridor round and take door H4 into a dining area [4]. Go down the dark corridor on the right (behind the save point on the bar) to encounter two feeding Devil Dogs. Collect a key and a Spiky Ball Spell and return to the dining area. Take the large door to the left.

Defeat the monsters and use the key on the locked door. Pop down the corridor marked H6-F, through a door to fight two monsters (use your Spiky Ball Spell) and collect a key from the table in the alcove by the gate.

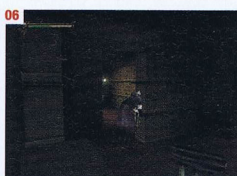
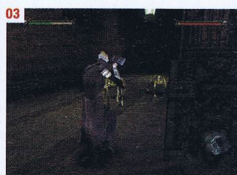
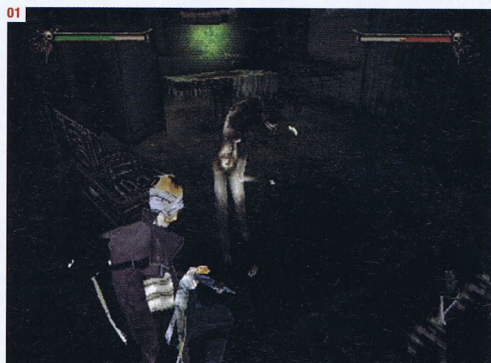
Moving on

You'll find yourself in a large room with a locked stairway gate [5]. Ignore the nasty thing climbing about and go to the far left corner of the room for a quick scrap, then continue down HP6 corridor. Enter the room full of trashed desks, get a shock from the cupboard, hop over the filing cabinets and exit through the door at the bottom right after pressing the switch. You're outside again. Go up the fire escape and save, then follow the staircase up to the doorway in the adjoining building. Now head through the door to fight another Devil Dog.

Devil lion

Collect a spell from a cabinet in an office, then push the filing cabinet at the back aside to collect the keys [6]. Open the gates at the end of the corridor and go round until you reach a shower room. Kick the second shower tap to get some health and take a dip in the bath to collect a spell. Check out the three padded cells further up the corridor while dealing with the demons. Now take the final left door and save.

Follow the path and you're overlooking the morgue. Fight through and slide down another laundry chute to the garage. Fight the Devil Lion with the spell you got from the morgue. Collect some dynamite and push a switch in the office. Once outside, go through the gates and blow up the van that's blocking the exit [7]. BOOM! You're out.



LEVEL 2 – LONDON STREETS

Follow the road round to the right, passing through two gates, and take the small set of steps in the top left corner into the store. Chop up the boxes and carry on through the room to pick up the shotgun and shells from the cabinet **[08]**.

Push the cabinet aside and collect loads of goodies from the gun shop. Smash through the wooden slats in the wall to find yourself back on the street. Hop over the cart to the left. Straight ahead is a small fence to smash, with boxes behind.

Carry on down the road to see the big yelling monster behind the locked gate. You can't open this gate so hop onto the adjacent crate, up onto the wall and down the other side to face the monster **[09]**.

Now go straight down the path to open another gate that leads you out by a motor vehicle. Leap off the car to the lower level and collect a spell from the box, then run along and smash through the double wooden doors to save. Now carry on up the corridor to the room with a large staircase.

Blow the chainsaw-wielding zombie away with your shotgun **[10]**. Get your bearings back and take the first door on the left from where you came in, follow the corridor round to face another chainsaw chappie – remember to block his attacks and lay into him when he backs off. If you see him raising his weapon above his head, wade in quickly in order to stop a real 'ouch!' attack.

Go through the doors at the end of the corridor and pick up the drip on the checkered floor. Carry on round the top level and drop down into the pit **[11]**.

After defeating the baddies, move the small bookcase at the back of the room to collect a key. Now make your way back to where you first entered the building and use the key on the first door on the right. Head left through the next room and keep following it round until you reach the wooden slats.

Smash 'em and maim the waiting chainsaw zombie. The boxes here contain health (save it if you don't need it). Now go through the door on the right – beware of a surprise attack – and collect the dynamite. Run back to the main entrance hall, pop upstairs and use the dynamite on the blockage **[12]**.

Run round and up the ramp to the attic to face the Devil Bat **[13]**. These look hard but wade in with Up, ■, ■ and they should die pretty quickly. Once



vanquished, collect the bunch of keys from the cases and return down the ramp to unlock door 2 and collect the Fly Spell. Now go into the first room to take out the beast with your insect power.

Progress to find yourself on the ledge above the room. First, jump to the opposite ledge and collect the shotgun shells, then jump back, drop down and frag that demon sharpish like, open the door and save. Fight your way down the corridor to meet the chainsaw maniac in the open room. After chinning him, take the ladder in the left-hand corner of the green room up so you can flick the power switch **[14]**, descend and continue towards the fallen chest.

You can jump on this to fight from on high, then go down the white corridor until you reach the elevator. Descend, exit and hack your way round to

the eerie courtyard. You should now head through the gate which the Demon Woman came through and collect many a treasure.

Head back and through the double doors for yet more amputation action. After that, break open the gate and run down to the pipe room. Leap down the hole, take on Mr Grumpy at the end of the walkway and go through the door, which will lead you down a corridor to more walkways.

Jump off these to the ground below, locate a small set of stairs and wander up to find a murky pool. Time for a swim **[15]** – there's no danger from anything nasty so take your time to find useful stuff.

At the end of the sewage pipe, go below the underwater gate and climb out to the left for an end of level battle **[16]**.

LEVEL 3 – THE CATHEDRAL

Hop over the barbed wire and break the slats in the top left corner to enter the courtyard with the burnt out car. Break down another set of slats to collect some spells and return to where you started. Take a right into another courtyard and push aside the

vehicle to reveal something nasty, and a not-so-nasty gate **[17]**. Go through it and save.

Now head up the stairs, go through the slats and fight your way round to a room with alcoves. Climb up the wall to the right of the alcove, exit through the door and go up the stairs to a door that leads you onto the roof **[18]**. Fight the Devil Bats and climb the ladder in the far left corner. Go left to find a box, then go through the gate and save. You'll be above the city. Hop down to the scaffold, collect a Gas Spell and go down further, jumping across to the slanted roof **[19]**. Fight the zombie

and go down the hole in the roof into the cathedral. Enter the crypt antechamber and go through the gate opposite the double doors. In the left confession box is a creature, in the right some shotgun shells. Go through the back of the room and enter the crypt. Fight the wenchies and collect the goodies from the coffins **[20]**. Now go through the back of this room and down the stairs and left for some handy health.

Now head back and right for more confessional encounters before going through the gates for yet more monster mayhem. The fight won, go to the altar on the right to collect a key, then go straight on down the eerie corridor before reaching a junction. Take the left fork first and use the key on the gate to find a box of spells at the bottom of the slope.

Return and take the right-hand fork, scrapping your way through the series of chambers until you arrive in a laboratory. Smash the room up and exit through the slats at the rear.

This dank corridor has some foul beast hanging from the ceiling **[21]**. Mind this halitosis horror's death breath and avoid his flailing arms. When he plays dead, lunge forward with a couple of combos and retreat, or do the quick one-two slap thing, hop back and block. Now it's time to head for the castle...



NIGHTMARE CREATURES 2

LEVEL 4 – THE CASTLE

There's a new abomination to face straight away: a sickle-wielding, seven-foot hateful horror and, once again, you must block and then charge in with the combos when he backs off [22]. Once felled, take the stuff from the place where he scared you, smash the gate and pick up the ammo from the graveyard to your right. Back on the main path, chin the zombie and go through the gate to save.

Now it's into that moat with you, where you should explore the bottom to find a Sonar Skull Spell and a key in a treasure chest [23]. Swim through the tunnels at the top right and then down to the left alcove for air. Swim back, continue along and then head right up to the room with an anchor [24] to collect some spells from the treasure chests. Go back down and past the octopus tentacles (swim underneath to avoid touching them), then take a sharp right past a rusty gate, head up the passage and climb out of the water.

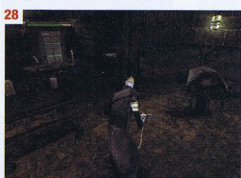
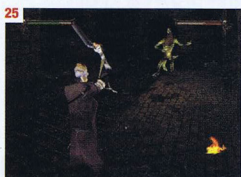
Leap onto the beams behind you to get a spell, then hop back and along a little to face two Lizardmen [25]. Position yourself between them (remember to block), then let loose with the Sonar Spell. Now go for a quick chop-chop, grab the wire cutters and get back to the tentacle room.

Swim back under the first set of tentacles to the room with a big anchor, climb up and collect the key. Then it's back past the two sets of tentacles until you reach a room with lots of floats in the water [26]. Climb out and up either ladder to fight a monster, clip the gate chain, save and then wander straight down the passageway to face multiple bogies.

Looks like aliens...

It looks like you're on the set of *Aliens*, but the slimy four-tentacled things should be quite easy to defeat if you stick to the same fighting principals [27]. Once all three of the beasties have been clobbered, collect the key from the top right corner and fight your way back to where you first entered the passage (there's a save point behind the slats halfway down).

Unlock the door, collect the goodies and return to the large *Aliens*-like chamber, hitting the switch in the left-hand corner to unlock the portcullis. Climb up to



fight the slimer, then continue up a long set of stairs and use the wire cutters on the gate. Outside by some gallows, climb up the wall to the left and dodge the box-throwing monster, then continue through the arches until you reach a lever you need to activate. Go back to the gallows area for scraps, take a dip in the pond to collect a key and head through the now opened portcullis. Continue along until you reach a medical room where you'll hear about Crowley's evil doings [28].

Pick up supplies here, save and go past the table



into the next room. Move the broken cabinet aside, descend the ladder and collect a cog from the small room. Now go back up, climb the stairs (minding the things that go grrr!) to a gruesome dining hall.

Push the pillar aside in the far left corner to reveal a secret room which contains a handle (smack the rusty trolleys for prezzies). Go back out and hop onto the tables to climb up onto the ledge, then go forward to a room with hanging cages.

Break through the gate, save and edge forward to fight two Devil Bats. Place the bits you've collected into the drawbridge machinery to lower it and run up into the mountains to the Menacing Tower [29]. Mind those sheer drops! In

the tower you'll find the end of level boss [30]. He's a bit tied up so keep out of the way of his arms until he goes mental, then rush in, give him a good thwack and retreat once more. No problem!

LEVEL 5 – PARIS CINEMA

Go down the street and through the gate at the top left into the courtyard. Chin the chainsaw guy in the butcher's and flick the switch in the larder. Go back into the courtyard and through the now open gate, collect the black shotgun shells from the glass case and run up the alley for another courtyard encounter.

Finish the baddies (save the shells) and head through the gate to find a colossus of a beast. Blow him away with your shells! Run down steps to find a Parisian zombie (who takes a bit longer to dispose of) and some dynamite from behind the gate [31]. Hop over the barrier [32] into another section of courtyard, head round the top to the left to collect bonuses and then go back to the right into the classy wine bar. Go through the back door to save and then up the corridor until you reach a blue door. Another of those big guys lies in wait behind, so blow him away and approach the red-curtained window. Eek! [33].

Collect the medication and return up the street. Use the dynamite on the obstruction. Smash down the fence, head up the street, jump through the gap in the railings at the top of the stairs and collect the Skull Spell from the window. Head back to the broken fence and go through the opening to the left. Follow the path round and jump down the big hole.

Go through the door to fight the two Lizardmen and collect the key from the water before returning up

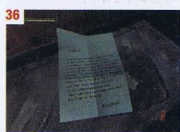
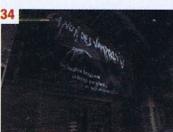
the hole to meet some more friendly locals. Then go through the locked gate and it's a long run down the alley before you come back onto the street again.

Follow the road round (fights galore), over the cart and into the cinema [34] to find three doors. Push the shelves aside to collect a bunch of keys and go through the small double doors into the auditorium. First collect the Skull Spell to the right, then move to the front and use it on the cleaver-thrower [35]. Head round the back of the screen to collect a key.

Return to the three doors (you can't block the cleavers – jump out the way, then charge in with combo attacks and stay close) and take the door marked 'Privé' up the stairs. Head out through the slats and down the stairs through another 'Privé' door to read a note

from Rachelle and collect some dynamite [36].

There's a tricky bit now – fight your way out and head over the cart. Fight some more till you get around to the right to collect spells from the dogs. Run back to where you came from and use the dynamite on the obstruction. Hack through more beasties and save at the van. Phew! Now clamber over the rubble to the end of the street where giant beasts can be fought for ammo. Head back up the street and climb the right-hand scaffolding to the roof [37]. Leap over the gap and fight your way around until you reach a set of courtyard gates for an easy end-of-level encounter.



LEVEL 6 – THE MUSEUM

You'll find yourself with company in a large foyer. Get rid of them, then make your way out of the rusty gates and into the Planetarium entrance hall. Go behind the ticket desk and smash the cupboard to access a secret corridor. Push the switch here. Return and go through the broken door opposite the ticket desk for a scary cupboard monster.

Go behind the partition wall into the storeroom to collect stuff, then hop onto the stack of boxes and haul yourself up to another storeroom [38]. Fight the chainsaw dude, collect the key from the 'Paris museum' boxes and return to the ticket desk to run through the opened gate. Walk down until you reach a junction. Take the right turn and progress onward until you meet an unpleasant arachnid [39]. Collect the health in the alcove behind. Climb over the rubble and go down the slope until you meet the massive octopus creature. Edge around the room to avoid his lashing legs and exit through the red door to save.

Chainsaw carnage

Take a right to collect some shotgun shells and then head back through the other red door for more chainsaw chaos (note the hidden stuff in the bottom left corner). Go back out and down the corridor with pipes on the walls until you reach a lift.

Turn round and haul yourself up for a double encounter and continue along the corridor to a storeroom. Once every box and doorway has been smashed, run down the corridor (mind those tentacles) until reaching the exhibition area. Explore the collections area, collect the key from the

mammoth skeleton room [40], locate the room with the spiky cactus (let it drop down before passing it) [41] and continue until you reach a broken staircase. Once you're past this and through the second red door, avoid the tentacle to drop down, save, collect the brass key and read more of Crowley's intentions.

Go back up and out to use the key on the first red door to find yourself above the mammoth skeleton [42]. Carefully walk round the top level (go round the edge when the floorboards give way – there's just enough to stand on), jumping across gaps until you reach a broken wooden door. Break it down and fight the chainsaw zombie in the power room, exit through the red door and continue until you need to use the brass key. You'll find yourself in a greenhouse beneath the roots of a giant tree [43].

Climb the root at the far end of the room, get up onto the gantry and out into the passage. One of the boxes in the passage contains some wire cutters, and then it's a long run to find yourself outside where you can save.

Follow the balcony around, climb the ladder and the stairs, then keep going until you reach a gate that needs wire cutters. Once you're through, drop down the ladder and follow the passage to reach a rusty grill. Work your way around the ganties and up the ladders carefully – beware the crumbling floor halfway up. You now meet a massive monster – it's not as scary as it looks. Just kill the little cockroach things, lop off a few of its arms and head round the back for some dynamite.

Blow up the monster where the cut-scene shows you [44], exit round the back to save and ride the lift. Head out through the passage. To the left is some health in an alcove and, a little further, there's a dark corridor which leads you to a room that has a door switch to be activated. Return back up the corridor out of the opened gate for an end-of-level encounter with two of those disgusting, knife-wielding monsters.



LEVEL 7 – THE GRAVEYARD

After the car crash, make your way through the double iron gates (smash the green hydrants to get health) and continue straight along and down until you've passed through two sets of gates at the end of a narrow pathway.

Take a right and hop over the fence next to the boxes [45] to collect a bunch of keys, then head back and down the narrow alley to save. Pop through the gates to face a 'hole in the floor' zombie and

continue down to the bottom until the alley reaches a junction. Take a left here and go through the miniature doors to find a graveyard [46] containing much that's nasty, and a key.

Return to the junction and continue straight ahead until you reach a set of stairs. Hop over the fence to the left first to collect the Skull Spell, then over to the right to fight two sickle zombies [47]. Climb up the gap in the wall to the left (collect the spell from the left-hand alcove first) and progress through the doors on the right. Go slow because the floor collapses. Jump across to get the health, fall down the hole and go through the wooden slats to face a carcass-wielding monstrosity [48].

Meaty chunks

Block the swipes it makes with the hunk of meat, then launch in with a X, X, ■ combo to knock it out of her hands. Do this a few more times and there'll be two lumps of rotting flesh on the floor! Now go up the ladder, left through the gate and down the hill to find a clue about dear Rachelle's whereabouts. Go down further and over the fence to an alley where there are four monsters to fight, including two of those carcass

crazies – use any spells you have on them as they disappear after a minute. Go through all the sets of gates until you reach a chapel, where one of Crowley's emissaries lies in wait behind the doors [49]. He holds a cross which he uses to good effect for both blocking and attacking – you've got to knock it out of his hands by waiting for his retreat (surprise!) and using ■, X, X. A few of these and he's on the floor screaming, so pile in to finish him off.



NIGHTMARE CREATURES 2

LEVEL 8 – THE PARIS UNDERGROUND

Follow the underground passages around until reaching a train platform. Hop onto the shelter to collect a key, then enter the second carriage to get another (the doors take a few hits) [50].

Return back down the tracks and go through the red door at the end. Follow the service corridor around until you reach the power room [51] (mind the electric-shock from the top left cabinet). Go into the room on the left to save, flick the switch and open the trapdoor.

Leap down the trapdoor, first picking up the dynamite, then go right through a red door to fight a chainsaw guy. Now drop into the water. Surface on the other side into an open room, pushing aside the cabinet on the left for health and more Crowley craziness. Clunk the metal benches for shells [52], then use the dynamite on the box in front of the wooden slats.

Go through the new hole in the wall and collect the key. Now go all the way back to find the wire cutters, then all the way back again to where you blew up the wall. Chop away the wooden slats and run down the passage to fight two zombies, use the wire cutters and save.

It's getting eerie now! Go down the passage into the catacombs, taking a left when it forks to fight the sickle zombie and collect some useful shells. Return to the passage and take out the big guy in the large chamber with your shotgun.

In the chamber, first go through the opening in the right-hand wall to an antechamber, continuing down the small opening in front of you for a Fly Spell. Go back out, carry on left to drop down and fight.



Continue and splash through the murky shallows to meet a Lizardman [53].

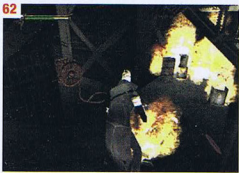
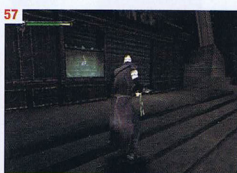
Head past him and into the water (collecting a Fly Spell in the left alcove) and out the other side for more lizard laceration. Clunk the stone tablet in the top right, then go through the gates to save.

Go on down the narrow path to meet a meat-swinging monster. Defeat it and clunk the right-hand tablet and exit top left though the fence. Follow the path until you reach a crypt. You need a Blue Tag Key so go right as far as you can to collect it, then run all the way back to use it, where you can save and collect the Red Tag Key – quite a hike!

Before returning, collect the dynamite to the left of the grave, which can be used to collect shells further on [54]. Go onwards to use the Red Tag Key on the gate, following the path around to fight a Lizard and drop into the water.

Surface on the other side, then go through the right-hand gate to collect a spell and return through the gates straight ahead of you. There's a two-gate junction: go right first into the water for a spell. Now take the left gate, following the passage all the way around until you reach a large set of gates [55]. Finally, hop over the wall to the right for an end-of-level battle.

LEVEL 9 – THE EIFFEL TOWER



Go through the door and down the passage for a few battles and collect some health from behind the gate. Find the gap in the wall [56], then climb through and upwards to view Le Tour Eiffel – mon dieu! Take care not to fall to your doom and approach the base of the tower to collect the Blue Tag Key [57], then wander round to the right for health and a spell. Go back round to the left to enter the tower.

You can't get lost here because there's only one way to go: up, until you reach a room with two of those big brutes [58]. Collect the wire cutters from the box on the platform, go onto the ledge behind them and save, then run all the way back down to use the wire cutters on the gate at the entrance [59].

Collect any useful stuff from this room, including the crowbar, and climb all the way back up until you come to a gate that needs the wire cutters [60].

Go through this gate into a machinery room and then upwards once more until you come to some monsters on a burning platform. Fight your way to the end of this and use the crowbar on the vent panel in the wall [61]. Drop down and save.

Now go to the right to collect a handle, spell and health, then back and past the spidery things, jumping across the gaps until you reach the fire hose. Use the handle on this [62] to put out the fire and enter the lift. You'll find yourself on the top of the lift – don't worry about the tentacles, just climb the ladders to the very top of the tower, then haul yourself up the girders. It's now time to meet the abomination that Crowley wants to merge with – Eek! [63].

This bit is simple. Locate the box containing the dynamite but don't smash it just yet – work out the best way to reach the explosive drums on the platforms in front of the beast (furthest first) [64]. Now collect the dynamite and calmly but quickly place it by the two sets of barrels and watch the fireworks. And that's it completed. That wasn't so bad, was it? ■

CHASE THE EXPRESS

WALKTHRU PART 2

The concluding, part of our easy to follow guide to beating the baddies and getting the girl. Full steam ahead!



CHASE THE EXPRESS

GERMANY – STUTTGART

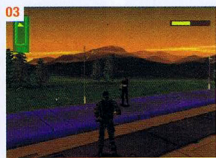
After talking with Christina, you have to go all the way back to cart 12 – but be careful along the way because mines (1) lay scattered in some carriages (simply run straight past them and they will explode when you're well out of range) and more terrorists troops have been deployed to gun you down. When you reach cart nine, go up onto the roof (2) and you will meet the second boss of the game (3).

Boss 2

This nasty, malicious bloke is armed with a flame-thrower, so the idea is not to get too close to him. He will stand and spray flames from a distance (4), and you can dodge this stream of flames easily by backing away or running past it. When he stops firing, shoot him as many times as you possibly can before he changes position and starts to blast you with his

flames again. He may decide to jump across to your carriage and then hit you with a barrage of fire (5). The only way to avoid this terror is to jump across to his carriage and then jump back to your own when the heat has died down.

Provided you take your time and don't rush the killing process, you shouldn't have too much trouble getting past this hot-head.



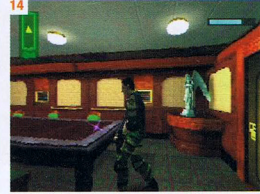
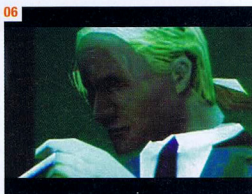
GERMANY – STUTTGART (CONTINUED)

When you have defeated the boss, pick-up the MICROFILM B and then proceed along to cart 12. When you get there, head upstairs to confront Zugoski (6). Provided you have completed everything in this two-part solution to the letter so far, Zugoski will be holding a gun to Billy, whom he will gun down before the cut scene has ended (Billy lives only if you gave him the BULLET-PROOF VEST earlier on!). Zugoski is a tough brute to defeat (7) – he will throw grenades, beat you with his fists (8) and fill you full of lead. Try to keep your distance and pick him off from afar (9). When he is defeated, take the CIGARETTE CASE and GOLD PLATE.

Now proceed back to cart 10 and take the PENTAGON to the bathroom in the Ambassador's compartment (10). Slot this into the space on the wall and a secret room will be revealed (11). Go inside and take the memo and LASER DISC A from the desk (12), then go to cart 4 and use Card KEY G to open the door on the second floor (13). Take the pistol from the cupboard and combine it with your own for double shots, then grab the memo and go through to the next room to find CARD KEY BLK (14). Exit the secret area and then go to cart 3. Proceed through to the front and then go into the small room to pick up another memo and some ammo. Leave then take the lift upstairs. When you have watched the cut-scene (15), follow the Ambassador back to cart 4 (16), and the room with the angel statues. Take the SECRET INFORMATION DISC (17) and then proceed all the way back to cart 15. As you leave cart 4, you will meet a white guard who will drop to his knees in surrender and tell you that he has left something in the upstairs lab in cart 6 (18). If you go there, you will find some hand-grenades – but try not to get locked in the toxic lab by another, sneaky guard. When you get to cart 9, go up onto the roof to confront the third boss (19).

Boss 3

This guy is armed with twin laser guns, and he is by far the hardest opponent so far. Get close to him and then roll sideways to avoid his death-rays (20). They travel quickly so you will often need to roll in anticipation before any volts are fired (21). Once you have mastered the roll and, more importantly, the timing, you should be able to finish him off relatively easily. Take the MICROFILM C that he drops and then proceed on your way to cart 15.



SWITZERLAND – ZURICH



When you reach cart 15, a cut-scene will roll. Give the devious terrorist LASER DISC A (22), then when you regain control, open the suitcase and take LASER DISC B and the STEEL KEY. Use the key to unlock Christina's handcuffs (23) and then exit the carriage. Enter the armoured car (24) and then another cut-scene will roll.

SWITZERLAND – GENEVA



Make haste back to cart 4 (25, 26) and then present the LASER DISC B to Billy who is in the computer room (27). Now that the countdown to meltdown has commenced, you will have to undergo the tricky business of diffusing bombs!

FRANCE – LYON

You must be carrying all three MICROFILMS. Check each one and three sketches will be added to your memo file – these sketches correspond to the interior of all three bombs. Go to the front of cart 2 where you'll find some PLIERS and an ENDOSCOPE (28), as well as a memo on the control panel. Open the three metal cases in the room, and you will see that each has a bomb. Check the MICROFILMS in your inventory and then take note of this sequence: 1W/2R/3B/4R/5W/6Y/7R/8BLK/9G – this shows the order in which you have to cut the wires. Starting from the case nearest the front of the train, use the ENDOSCOPE and move the target over the wires (29). Cut the white wire followed by the red wire and

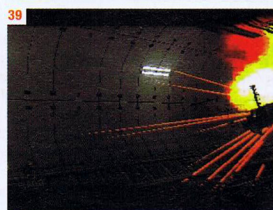
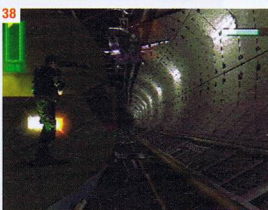
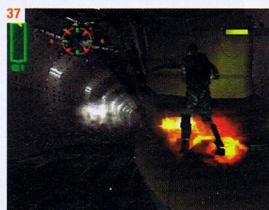
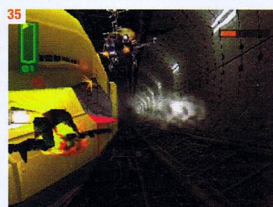
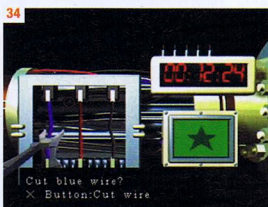
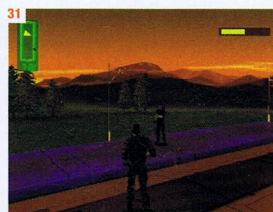
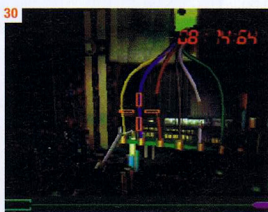
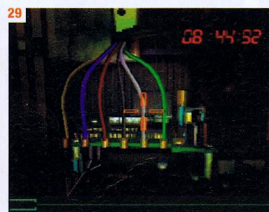
the blue wire. Move on to the second case back and cut the red, white then yellow wire (30). On the final case (31) cut the red wire, the black wire, and finally the green wire. The bombs will now be deactivated.

Leave the room and go up the ladder to cart 1. If you have followed this guide to the letter, you should be able to walk straight to the control panel at the front of the train and pull a lever to detach the front carriage from the rest (31). Now go through the side door onto the front of the moving train and open the panel at the very front (32). You will now have to cut a further three wires, but this is much harder than before and you won't have much time. The CIGARETTE CASE holds the clue to this puzzle, but

in case you are still baffled, here's the sequence: blue – STAR, black – MOON, red – EARTH. To solve this puzzle, move the PLIERS across the wires and the three symbols will spin, resting on a particular symbol (34). When the symbol is correct for that wire, cut it.

Final Boss

The final boss will attack you from a helicopter, so use what weapons you have to gun him down (36). Alternate the sides of the train you attack from (37), and when he opens fire, run to the other side to avoid getting hit (38). Eventually, the chopper will go down (39), and you, Jack Morton, will have completed your mission with the best possible results! ■





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COLIN MCRAE RALLY 2£14.99	FORMULA 1 '97£14.99	MOTORHEAD£14.99	ROAD RASH 9£14.99	TOMMY RACER 13£14.99					
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CSC RETALIATION - MOUSE & MAT£25.99	GRAND THEFT AUTO 2 (PS2)£19.99	NBA LIVE 2000£26.99	ROAD RASH 16£14.99	TOMMY RACER 20£14.99					
CONSTRUCTION 2£26.99	GRAND THEFT AUTO 2 (PS2)£19.99	NBA SHOWTIME ON NBC£26.99	ROAD RASH 17£14.99	TOMMY RACER 21£14.99					
CORONADO 2£14.99	GRAND THEFT AUTO 2 (PS2)£19.99	NEED FOR SPEED: PORSCHE 2000£28.99	ROAD RASH 18£14.99	TOMMY RACER 22£14.99					
CORONADO 3£26.99	GRAND THEFT AUTO 2 (PS2)£19.99	NFL BLITZ 2000£26.99	ROAD RASH 19£14.99	TOMMY RACER 23£14.99					
CORONADO 4£26.99	GRAND THEFT AUTO 2 (PS2)£19.99	NFL Madden 2000£26.99	ROAD RASH 20£14.99	TOMMY RACER 24£14.99					
CRASH BANDICOOT£14.99	GRAND THEFT AUTO 2 (PS2)£19.99	NHL CHAMPIONSHIP 2000£24.99	ROAD RASH 21£14.99	TOMMY RACER 25£14.99					
CRASH BANDICOOT 2£14.99	GRAND THEFT AUTO 2 (PS2)£19.99	NHL HOCKEY '99£14.99	ROAD RASH 22£14.99	TOMMY RACER 26£14.99					
CRASH BANDICOOT 3£14.99	GRAND THEFT AUTO 2 (PS2)£19.99	NHL HOCKEY 2000£26.99	ROAD RASH 23£14.99	TOMMY RACER 27£14.99					
CRASH TEAM RACING£24.99	GRAND THEFT AUTO 2 (PS2)£19.99	NIGHTMARE CREATURES 2£26.99	ROAD RASH 24£14.99	TOMMY RACER 28£14.99					
CRICKET 2000£28.99	GRAND THEFT AUTO 2 (PS2)£19.99		ROAD RASH 25£14.99	TOMMY RACER 29£14.99					
CRICKET 2001£27.99	GRAND THEFT AUTO 2 (PS2)£19.99		ROAD RASH 26£14.99	TOMMY RACER 30£14.99					
CRICKET 2002£26.99	GRAND THEFT AUTO 2 (PS2)£19.99		ROAD RASH 27£14.99	TOMMY RACER 31£14.99					
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CROC 2£26.99	GRAND THEFT AUTO 2 (PS2)£19.99		ROAD RASH 29£14.99	TOMMY RACER 33£14.99					
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The Best

Hunting for a new game? If so, then make sure you get one of these beauties. The best games on PlayStation – for your easy access!

POWER's Top 20 Racing games

1 Gran Turismo 2



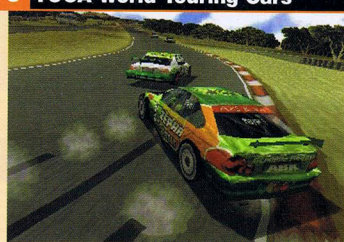
■ Publisher SCE ■ Developer Polyphony Digital ■ £39.99
No photo-finish here, GT2 is the clear winner in this hotly-contested race because it's just so damn perfect... well, just about. Producer, Kazunori Yamauchi's obsessive passion for fast cars is harnessed right down to the acid exhaust fumes, and now all motoring fans can share in his fantasy of owning the world's sexiest machines. Fill your garage with curvaceous models (cars that *is!*), modify them, and then give them a sound thrashing round a track. Pure class.

2 Colin McRae Rally 2.0



■ Publisher Codemasters ■ Developer In-house ■ £29.99
If GT2 didn't provide the ultimate driving package, then this game would take the chequered flag thanks to its amazing in-game car handling physics that provides a better-than-life rally experience. This is undoubtedly the best rally simulation ever made – it even rams Sega's flagship game off the road! Graphically superior to the first game, and crammed with more tracks and modes, this is the only rally game you've got to own, no matter what.

3 TOCA World Touring Cars



■ Publisher Codemasters ■ Developer In-house ■ £39.99
Easily the best TOCA game of the bunch. Super-smooth racing on a global scale, with tracks from all around the world, this is driving perfection. To compete with GT2, the vehicles are fully customisable, and there is a surprisingly good simultaneous four-player mode in place. It is the vastly improved game engine that makes this such a desirable package though. It arguably drives better than GT2, but it lacks the same amount of depth. Just.

GENRE ICON

#1: Reiko Nagase

Making her debut with a cameo appearance in Ridge Racer, Reiko went on to become the face of Ridge Racer Type 4. Her future is uncertain though as she's been cruelly dumped as rice girl for RRV on PS2, replaced by a biker called Ai Fukami. Now available for skin cream commercials.



4 Driver

■ Publisher Infogrames
■ Developer Reflections
■ £19.99

If ever there was a game deserving of the massive pre-release hype it generated then it was Driver. Exceedingly simple to grasp and get addicted to, you could complete it six times on the trot and still not tire of the breathtaking chase sequences the game generates. Almost flawless in every department, you can own it for only £20.



5 Ridge Racer Type 4

■ Publisher SCE
■ Developer Namco
■ £19.99

No doubt inspired by Gran Turismo, the Ridge Racer series notched up a gear with this fourth outing. Rammed full of cars, while still retaining that unrivalled frame-rate that has always kept the series in the running, this game is definitely worth a look at this price. The fastest racing game ever made, probably. A bargain.



6 Wip3out: Special Edition

■ Publisher SCE ■ Developer Psygnosis ■ £19.99
What's so special about it? Well, it's got all the tracks from previous Wipeout games in it, plus a few new concept ones as well. Other than that it is just the same as Wip3out, but with these bonuses, it's the best one to buy out of the lot.

9 Crash Team Racing

■ Publisher SCE ■ Developer Naughty Dog ■ £29.99
Trading platform levels for the stretch of exhaust fumes, Crash and his chums turn in a fine racing performance for this four-player kart racer. Packed with different modes, hidden secrets and top-notch racing action.

12 TOCA 2

■ Type Codemasters ■ Developer Codemasters ■ £19.99
Widely regarded as the sole challenger to GT, the second in the TOCA series delivers realistic handling and all the trimmings of Touring Cars sport. Gamers either hate it love it but you have to admire the level of detail and nice graphics.

15 Colin McRae Rally

■ Publisher Codemasters ■ Developer In-house ■ £19.99
The original Colin McRae game is definitely still worth a look in the wake of the recently-released sequel. For £20, you get a quality racing game, with challenging gameplay and crisp graphics. Why not own both?

18 Le Mans 24 Hours

■ Type Infogrames ■ Developer Eutechny ■ £29.99
Got a few hours to spare? Then why not try the most gruelling race known to man? Yes, the Le Mans event is perfectly recreated in this game, but if you haven't got a day to kill, you can always race the scaled-down version.

7 F1 2000

■ Publisher EA ■ Developer EA Sports ■ £39.99
This is everything you would want from an F1 game. The graphics are top banana, the tracks are perfect, scaled-down recreations of their real-life counterparts, and the action feels as though you're risking your life at 200mph.

10 Formula One '99

■ Publisher SCE ■ Developer Attention To Detail ■ £29.99
After the shocking '98 outing, this was a great return to form for Sony's long-running Formula One series. However, in that barren period of '98, this game lost its crown to EA's far superior F1 2000...

13 Gran Turismo

■ Publisher SCE ■ Developer Polyphony Digital ■ £19.99
Well, what can we say? This is the game that redefined the racing genre in a stroke. A huge number of real cars with authentic handling and a depth of playability unmatched when this was released. Shame there're no European cars.

16 V-Rally 2

■ Publisher Infogrames ■ Developer In-house ■ £29.99
A brilliant-looking rally game, but the gameplay is a little too arcadey for the serious motoring enthusiasts. It's got a good simultaneous two-player mode, but to be honest you'd be better off getting Colin McRae Rally 2.0, which has it all.

19 NFS: Porsche 2000

■ Publisher EA ■ Developer Eden Studios ■ £39.99
If you're wondering why there were no Porsches in GT2, here's your answer. EA's exclusive licence sees them producing a reasonable racer which gives you the chance to race the German car through different historical epochs.

8 Rollcage Stage II

■ Publisher SCE ■ Developer Attention To Detail ■ £19.99
The first game was a surprise hit, and this sequel builds on the success by ironing out a few glitches and upping the tempo. As a futuristic racing game, it isn't as good as the games in the Wipeout series, but it's a useful alternative.

11 Speed Freaks

■ Publisher SCE ■ Developer Funcom ■ £9.99
Coming out from the same company at roughly the same time as Crash Team Racing, this one comes out second best in the race, but only just. Speed Freaks is beautiful, fast, challenging, and very playable. But CTR is more so...

14 Wipeout 2097

■ Publisher SCE ■ Developer Psygnosis ■ £19.99
In some folk's eyes, this is the best Wipeout game of the lot. The tracks were more twisted than the Firststart (which happens to feature on the brilliant soundtrack), and the pace of the whole thing is intense to say the least.

17 NFS: Road Challenge

■ Publisher EA ■ Developer Eden Studios ■ £29.99
A number of real cars and a new pastel approach to the graphics were only part of what made Road Challenge such a good racer. It desperately calls out for more original courses, however, and suffers because of it.

20 N.Gen Racing

■ Publisher Infogrames ■ Developer Curly Monsters ■ £29.99
Brought to you by the developer of the original Wipeout game, this is a super-fast racing game... with planes. Yes, jet-propelled crafts may not be as exciting to race as fast cars, but at least it offers a slightly different experience.

'The PlayStation's first premier "must-have-no-matter-what" game. Still rich in suspense, big on replay value, and forthcoming with the gore.'



Resident Evil

POWER's Top 20 Action/Adventure games

1 Metal Gear Solid



■ Publisher Konami ■ Developer Kojima ■ £19.99

Wearing the 'best PlayStation game, ever' accolade bestowed on it by the majority of the specialist press like a gleaming medalion, MGS is impossible to fault, except perhaps that it's a little too easy. However, by whacking the difficulty level up and playing it the way it is meant to be played (using stealth and not killing anybody), it really is a fantastic experience. Featuring a moving soundtrack and a deeply in-depth story, it's a game that every PlayStation owner should possess.

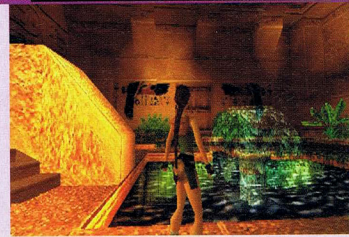
2 Resident Evil 2



■ Publisher Virgin ■ Developer Capcom ■ £19.99

Anyone who disputes our decision to vote this the best Resident Evil game must be mad. For your money you get the second chapter of a tragic horror tale that is still fresh and exciting following the first game. You also get two character's take on the whole adventure, complete with separate paths and circumstances, plus hidden secrets that remain fiendishly hard to obtain all these years on. All this for two crisp tenners? The world has gone stark, raving bonkers!

3 Tomb Raider Last Revelation



■ Publisher Eidos ■ Developer Core Design ■ £29.99

Controversial eh? We voted Lara's fourth adventure as the best of the lot because, well, if you haven't got any of the games, then this is the best, most accomplished one to start with. It makes the others look slightly rough in comparison because Miss Croft has so many more moves, animations and weapons at her disposal. The action is constantly streamed off the disc so there is never much twiddling of thumbs, and the levels are better designed. Is that enough for you?

4 Syphon Filter 2

■ Publisher SCE ■ Developer 989 Studios ■ £29.99

More of the same would have done for this sequel, but developer, 989 Studios decided to cram much more in. There is now a second playable character (a woman), bigger levels, a greater challenge factor and loads more weapons. Both are great games, but this sequel is bigger and better in most departments. A corker.



5 Parasite Eve 2

■ Publisher Square Europe ■ Developer Squaresoft ■ £39.99

The first game was never released over here, meaning that European gamers will never see the greatest game intro of all time. This sequel is better in so many ways though (the combat isn't turn-based, after all), and it provides players with a deeply engaging adventure, and some of the best graphics seen in a PlayStation game.



GENRE ICON

#2: Lara Croft

Since her rise to stardom in Tomb Raider, many moons ago, Lara has done more for videogames than Kyle has for sexpots. The first-ever game girl to grace the cover of a lifestyle mag, Lara has gone on to enjoy many sequels, adverts and even a forthcoming Hollywood outing.



6 Vagrant Story

■ Publisher Square Europe ■ Developer Squaresoft ■ £39.99

Not a company to be left trailing behind other developers for long, this is Squaresoft's reply to MGS... and it really goes for it. It's set in medieval times, so your means to kill are limited, but this just adds to the appeal and originality.

9 Legacy Of Kain: Soul Reaver

■ Publisher Eidos ■ Developer Crystal Dynamics ■ £29.99

Like Tomb Raider, only with a vampire killer instead of a buxom wench in the lead role. This game is amazing to look at, with some really impressive special effects. Sadly though, it ends rather too abruptly and feels somewhat unfinished.

12 Tenchu: Stealth Assassins

■ Publisher Activision ■ Developer Sony Music ■ £19.99

Having arrived just prior to MGS, this game is a much darker, and at times cleverer, stealth-orientated adventure. Unfortunately, the stealth element isn't stressed enough in the gameplay, as simple running and killing gets results.

15 Syphon Filter

■ Publisher SCE ■ Developer 989 Studios ■ £19.99

Not quite up there with MGS, this shines in other departments such as a greater freedom to kill the long-range sniper head-shots are second to none) and a challenge that'll keep your trigger finger sore for weeks.

18 In Cold Blood

■ Publisher SCE ■ Developer Revolution ■ £39.99

Poor execution, fiddly controls and illogical puzzles hamstring what would otherwise be a highly enjoyable adventure. Well worth a look if you can grapple your teeth and ignore the flaws. There's a good plot in there somewhere.

7 Resident Evil 3: Nemesis

■ Publisher Eidos ■ Developer Capcom ■ £29.99

A great game, but having sat through the previous two outings with intense intrigue, number three doesn't really shock or captivate. It's probably because the plot is really just typing up loose ends, and the monsters are old hat.

10 Dino Crisis

■ Publisher Virgin ■ Developer Capcom ■ £29.99

If you have played a Resident Evil game, then this is essentially that same game, but with dinosaurs instead of zombies. It's very stylish, with some breathtaking set-pieces, but a little too Jurassic Park for our liking.

13 Tomb Raider III

■ Publisher Eidos ■ Developer Core Design ■ £19.99

Undoubtedly the worst of the sequels, Tomb Raider III stands superior to the original TRI in this poll due to its superior polished appearance and more diverse gameplay. As a sequel though it didn't really thrill the fans.

16 MGS: Special Missions

■ Publisher Konami ■ Developer Kojima ■ £19.99

Metal Gear addicts that appreciated, but were left unfulfilled by the ease of the main game could take some satisfaction from this add-on pack that requires the skills and cunning of an SAS marauder to complete. Worth it if only to play as Ninja.

19 Tomb Raider

■ Publisher Eidos ■ Developer Core Design ■ £19.99

The game that first thrust Lara Croft's bouncing bazoobies into the face of a great many gamers across the globe. The success this series has enjoyed is all down to the refreshing originality and playability of this polished original. Timeless.

8 Silent Hill

■ Publisher Konami ■ Developer Kojima ■ £19.99

Somewhat inspired by Capcom's Resident Evil series, this game slants the survival horror genre in a different direction by adding Twin Peaks-style twists and placing the player in a genuinely unnerving environment. Deeply sinister stuff.

11 Tomb Raider II

■ Publisher Eidos ■ Developer Core Design ■ £19.99

The first sequel was a massive step-up from the original. More challenging tombs kept Lara on her toes, and new moves and vehicles ensure that there were fresh new ways to overcome certain situations.

14 Resident Evil

■ Publisher Virgin ■ Developer Capcom ■ £19.99

Based on cult zombie flicks of the early '70s, Resident Evil was the PlayStation's first premier 'must-have-no-matter-what' game. Rich in suspense, big on replay value (two playable characters) and forthcoming with the gore. Ace!

17 Fear Effect

■ Publisher Eidos ■ Developer Kronos ■ £29.99

Stylish, futuristic Resident Evil clone. However, you never really feel as though you're fully part of the action, and some of the camera angles make some parts ridiculously and unnecessarily hard. The sequel will be better...

20 Chase The Express

■ Publisher SCE ■ Developer Sugar & Rockets ■ £39.99

Badly flawed in places, this game is nevertheless worth a look thanks to its polished appearance and engaging sub-games. John Woo fans may also glean some satisfaction from the twin-pistol shooting action seen later in the game.

'With EA's rugby game still unable to find its way out of the changing room, this is still the only kid (albeit one built like a brick sh*thouse) on the block'



Jonah Lomu Rugby

Power's Top 20 Sports games

1 ISS Pro Evolution



■ Publisher Konami ■ Developer KCET ■ £29.99

The most played game, ever, in Power Towers, Konami's Tokyo division has captured the very essence of football and combined it with finely-detailed graphics, depth never before seen in an ISS game and gameplay that requires you to think like a footballer and really plan your assaults if you are to grind out results. Almost criminally overlooked by the FIFA-loving public, if there is any justice then one day this franchise will get the official branding – then you'll see...

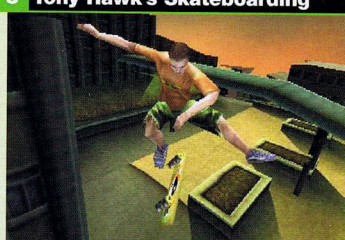
2 Anna K's Smash Court Tennis



■ Publisher SCEE ■ Developer Namco ■ £29.99

Normally, there are two types of sports games – serious and comical. This Namco-developed tennis title broke down the barriers and served up an amazingly accurate, albeit big-headed, recreation of the sport, while at the same time larded in fun elements that even the most hard-faced gamers couldn't resist cracking into a smile for. With four-player simultaneous play, Tekken characters, bumble bees, chickens and frying pans, this game has it all. Oh, and Anna, too!

3 Tony Hawk's Skateboarding



■ Publisher Activision ■ Developer Neversoft ■ £19.99

Make no mistake, skateboarding is bloody dangerous. The Editor has lost track of how many times he has been admitted to casualty sounding like Barry Gibb on helium after squashing his plums attempting a rail slide. The mental scars will never fade, but at least similarly uncoordinated skate-nuts can still get the buzz, minus the physical cuts and bruises with this spot-on simulation. For a mere 20 notes, this will provide all the adrenaline rushes you'll ever need...

GENRE ICON

#3: A Footballer

Unless a sports game has been endorsed by a sporting legend (of which there have been many, like Jimmy White for instance) sports games tend to be mainly faceless affairs. However, seeing as the most popular type of sports game tends to be of the footie variety, what better icon than some goon with a pair of flashy boots on? With about ten football games emerging every year, Of Stan here is now available for a whole new season.



4 LMA Manager

■ Publisher Codemasters ■ Developer In-house ■ £29.99

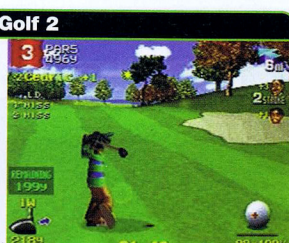
Getting into a good football management game can be a daunting task. LMA Manager is like a mentor that beckons you into the surprisingly non-stressful world of the sheepskin jacket brigade and makes sure you enjoy every minute of it. It's simple to master and presented fantastically well with effective match highlights. Pukka.



5 Everybody's Golf 2

■ Publisher SCEE ■ Developer SCEI ■ £29.99

For a sport that makes Rupert the Bear seem like a fashion guru, golf is an undeniably stuffy sport. All that 'you can't be a member here' crap unless you're handicapped, or something. This game, as many satisfied readers have discovered, makes for blissful, Sunday afternoon playing, and is an ideal hangover cure.



6 Int. Track & Field 2

■ Publisher Konami ■ Developer KCEO ■ £29.99

Not since five-a-side on a Sunday morning after a night out on the razz and a kebab have we sweated as much as we do playing this. Authentic to the eye and nearly as physical as the real thing, this is armchair athletics and no mistake.

9 NBA Live 2000

■ Publisher EA ■ Developer EA Sports ■ £39.99

We sometimes still crave the simple, over the top craziness of NBA Jam, but if you want a game that treats the sport with more respect and decorum, then this is the best slammer on the court. Great, multiplayer rim-rock'n!

12 FIFA '99

■ Publisher EA ■ Developer EA Sports ■ £19.99

Despite selling like a Wall Street trader on speed, the FIFA series was immensely disappointing until FIFA '99 arrived. Better-defined graphics and player transfers made it a winner. Then the series went and got crap again.

15 NFL Blitz 2000

■ Publisher GT/Infogrames ■ Developer Midway ■ £29.99

Not, we repeat, NOT a serious gridiron game. This arcade-style game massively exaggerates the sport to great comical effect, and the result is X-certificate tactics, massively impossible plays and oodles of entertainment.

18 Jonah Lomu Rugby

■ Publisher Codemasters ■ Developer In-house ■ £29.99

With EA's rugby game still unable to find its way out of the changing room, this is still the only kid (albeit one built like a brick sh*thouse) on the block. The graphics look a bit rough around the edges, but it still plays like it means business...

7 Cool Boarders 2

■ Publisher SCEE ■ Developer Wep Systems ■ £19.99

Before the market was suffocated in a massive avalanche of snowboarding games, there is one that we remember particularly fondly. CB2 was easy to grasp, yet challenging to master, not to mention bloody good fun. The best, ever.

10 Madden 2000

■ Publisher EA ■ Developer EA Sports ■ £39.99

A gridiron game for the serious armchair fan. With each new year, the annual Madden game eats deeper into the intricacies of the sport, and this latest instalment has all the latest drafts and stats, plus more strategic plays that work.

13 UEFA Striker

■ Publisher Infogrames ■ Developer Rage ■ £29.99

Graduating from the FIFA school of arcade-style football, UEFA Striker is better-looking, but the players run like they're on ice and the ways of scoring are soon exposed as being not very varied at all. But it's still better than most.

16 Brian Lara Cricket

■ Publisher Codemasters ■ Developer In-house ■ £19.99

Like the man himself, who is still twatting balls over boundaries like a good-uns, this game still lends off the awkward bounces of EA's cricket game after all this time. This is the cheapest, and the best cricket game out there.

19 World C'ship Snooker

■ Publisher Codemasters ■ Developer In-house ■ £29.99

This ranks alongside Everybody's Golf 2 as perfect hangover fodder. Easily the finest snooker game available, and it has a cracking user interface and ambience about it that really makes you feel as though you're down the Crucible.

8 Knockout Kings 2000

■ Publisher EA ■ Developer EA Sports ■ £39.99

There's nothing like a good boxing game to help channel that pent-up aggression. And, until Nas decides to show, this is the best of a surprisingly small boxing bunch. Packed with past greats to challenge, you could do a lot worse.

11 Triple Play 2000

■ Publisher EA ■ Developer EA Sports ■ £39.99

You don't have to particularly like baseball, or know much about it to be able to appreciate this game. It's easy to grasp and very playable, while all the time being draped in professional presentation and official seals of approval.

14 Player Manager '99

■ Publisher Infogrames ■ Developer Anco ■ £29.99

Despite being a slow, unwieldy game engine, Player Manager '99 has unfathomable depths. It contains probably the most realistic and satisfying gameplay of all the management simulations. But keep a copy of Power handy to read while it loads, though.

17 Fisherman's Bait 2

■ Publisher Konami ■ Developer KCEO ■ £29.99

If a fishing game is to stand out and be enticing for those not particularly into the sport, then FB2: Big Ol' Bass is a perfect blueprint for how to go about it. Get bored of angling for fish? Then try sea-monsters instead!

20 ISS Pro '98

■ Publisher Konami ■ Developer KCET ■ £19.99

Lacking the depth and trick moves of ISS Pro Evolution, this is a fair-priced alternative that plays nearly as well, and is a good way to get accustomed to the slightly tricky control system and scoring methods.

POWER'S Top 20 Shoot-'em-up games

A screenshot from the video game 'The Godfather: Part II'. The player is in a dark, industrial environment, possibly a warehouse or a prison. A character in a dark suit and hat is holding a large, ornate revolver. In the background, another character in a suit is walking away. The game's interface is visible, including a mini-map in the top left corner and a health bar in the top right corner.

The concept for *Alien vs. Predator* was simple – attach a set of protruding pincers to a mouldy, beaked beast and hey presto, the most frightening thing to come out of cinema since *Batman Returns* (Shogun).

These slavering barn-uckers have featured rather prominently in two PlayStation games (*Alien: Isolation* and *Alien Resurrection*), and they just don't cease being scary.

It's just a shame that Hollywood had to bleed the concept dry by anorping up some pretty abysmal ideas for the later films. Rest assured, though that these guys will be back on a console near you before long. In the meantime they're currently available for children's parties...

It's aged worse than Mickey Rourke, this one! However, allow your eyes to adjust to the crudeness of it all you'll discover that this game can still shock and unnerv with the best of them. Shop around, you could get this for peanuts.

'The fights are more like tic-tac-toe than an all-out brawl, but it calls for a clever use of tactics in this do or die samurai sim'



Bushido Blade

POWER's Top 20 Beat-'em-up games

1 Tekken 3



■ Publisher SCEE ■ Developer Namco ■ £19.99

The Tekken series has always been praised for being accessible to novices and experts alike. Much loved for its extremely pleasant play style, Tekken 3 is the most deeply rewarding beat 'em up there is, whether you're working with the sharpest skills or button bashing. Highly addictive, beautiful to look at and adored by all. You simply must own this fantastic gaming masterpiece and at £19.99 you've got no excuse not to. It's the one true fighter for the masses.

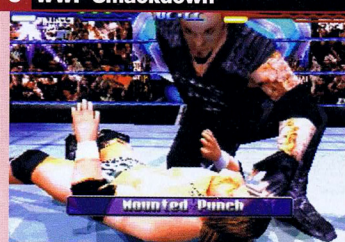
2 Soul Blade



■ Publisher SCEE ■ Developer Namco ■ £19.99

Proof that Namco is indeed the champion of beat 'em up crafting. With the top slot occupied by its third Tekken cousin, Soul Blade impresses with its remarkably effective innovation of fighting style. The first to not bother with hand-to-hand combat and move on to weapons, fisticuffs gets shoved for dynamic swordplay. Loads of fantastic features, secrets and totally gorgeous graphics that shows off massive characters on screen. It's the best slash 'em up.

3 WWF Smackdown



■ Publisher THQ ■ Developer Yuke's ■ £29.99

The biggest smash hit wrestler there is, Smackdown stormed the charts and got every wrestling fan roaring. Featuring Mr. Ass, outside ring bouts and a superbly designed season mode. Showcasing back stage shenanigans to influence team battles, it's got a really strong sense of atmosphere, which is half the fun of wrestling. Even better when in four-player mode. It's got to be one of the most entertaining experiences there is, if you can stomach greasy monkeys that is.

GENRE ICON

#5: Hwoarang

Okay, so he's got a name that sounds like an old porno director's first name, but this guy is the epitome of fighting cool. A genuine master in the art of fast kwon do (an art that focuses on attacking with the feet, he is one of the most well-balanced characters in Tekken 3, and the forthcoming TTT game on PS2. You will meet again!

4 Street Fighter Alpha 3

■ Publisher Virgin ■ Developer Capcom ■ £29.99

It may be a little bit of old hat, but 2D graphics does not mean poor quality and SFA3 is sheer proof of that. The most deep, responsive and enjoyable game-play in a super fast beat 'em up that has yet to be paralleled. Tonnes of characters and a massive host of game modes including the RPG-like World Tour. The best of hardcore.



5 Street Fighter EX2

■ Publisher Virgin ■ Developer Capcom ■ £29.99

SF makes itself stand out well in among its polygon-based peers. Old school characters are gorgeously fleshed out and blow up the screen with their superb special effects. A Director mode even lets you create fantastic kung-fu movie moments so you can show off to your mates just how amazing SFEX2 is - and perhaps how good you are too.



6 Bloody Roar 2

■ Publisher Virgin ■ Developer Hudson ■ £29.99

The quirky thing about the Roar is the characters' beastly versions of themselves. Werewolves, pink bunnies and the like cover a truly amazing visual experience. Irresistible bright effects and smooth animation make for a top fighter.

9 Kensai: Sacred Fist

■ Publisher Konami ■ Developer In-house ■ £29.99

In a world that's dominated by Namco's two stars, Konami was quite brave with this fairly innovative contender. Featuring funnily fast moves and smooth characters, the one-player mode is okay, but a two-player bout is better.

12 Mortal Kombat Trilogy

■ Publisher GTI ■ Developer Midway ■ £19.99

There's not really been anything decent from the series for a long, long time but Trilogy is definitely the last great moment for MK. Incorporating characters and levels from the first three of the series. It's great for top laughs and gory action.

15 Street Fighter EX Plus

■ Publisher Virgin ■ Developer Capcom ■ £19.99

The first ever attempt to bring Ryu, Ken, Chun Li et al into the third dimension. The few niggles aside, like slower speed and blocky characters, their debut was a massive success and followed up by a great sequel. Horyuken!

18 Marvel Vs Street Fighter

■ Publisher Virgin ■ Developer Capcom ■ £29.99

A truly superb moment for superhero fans. Spider-Man might be getting a brilliant solo outing now, but this saw him and a bunch of friends like the Hulk, Captain America and Iron Man breaking out into mad mash-ups beautifully.

7 Rival Schools

■ Publisher Virgin ■ Developer Capcom ■ £29.99

Completely combo mad and totally hectic. Mediocre success for a supposedly fast game with the first tag system introduced onto the PlayStation. There are so many decent characters and your own to create on the second disc too!

10 Dead Or Alive

■ Publisher SCEE ■ Developer Tecmo ■ £19.99

Nearly all boys love boobs. There's no question about that, but DOA also has the best example of a 'counter' button. Ridiculously fast pace with a great range of characters. You'll fall in love with their ultra-smooth and beautiful looks.

13 Street Fighter Alpha 2

■ Publisher Virgin ■ Developer Capcom ■ £19.99

The king of 2D splendour on the beat 'em up scene until its little baby SFA3 came along. It exploded out and took all the great features of the first SFA and nurtured them into the bright sparkier it is, full of top arcade fistfights.

16 WCW/NWO Thunder

■ Publisher THQ ■ Developer Yuke's ■ £29.99

Before the current best ever wrestler, this was the champion that hit all the home consoles and made a success. We actually used to hate wrestlers ourselves, until we realised the kitsch appeal to such brainless burn-head bashing.

19 Total No1

■ Publisher SCEE ■ Developer SquareSoft ■ £29.99

Square's first ever fighter, and one of its very few non-RPGs. Although you're allowed total freedom to run around where you want, the battle system is weird. Otherwise, it's decent as something different to Tekken or Street Fighter.

8 Tekken 2

■ Publisher SCEE ■ Developer Namco ■ £19.99

A great moment in the PlayStation's history. The arcades spawned a superb fighter and not long after a not just perfect, but better conversion made its way into our homes. With sheikdads of characters and secrets. Still great.

11 Bushido Blade

■ Publisher SCEE ■ Developer SquareSoft ■ £19.99

A bit of an odd kettle of fish, the fights are more like tic-tac-toe than an all out brawl. Still, Bushido Blade calls for a clever use of tactics, responding to your opponent's actions in this realistic 'do or die' samurai sim, and it's brilliant.

14 Marvel Vs Capcom

■ Publisher Virgin ■ Developer Capcom ■ £29.99

The first to better the very decent Marvel Superheroes, prequel to this top superhero romper. There's not much depth to this bells and whistles cartoony Clash of Superheroes, but there's no denying that it's great fun.

17 Wu-Tang: Taste The Pain

■ Publisher Activision ■ Developer Paradox ■ £29.99

There was once a game known as Thrill Kill that featured S&M runs and nurses fighting each other in bloody fashion. That four-player blood fest was earned and then got made into this. A multiplayer laugh, but no jumps!

20 Darkstalkers 3

■ Publisher Virgin ■ Developer Capcom ■ £29.99

Completely bonkers fighter of a game, even a simple jab would have a character filling the screen with loads of undead minions. Quirky, strange and a little bit 'off' in its play. Still, if you're a fighting fan it's one of the best



'Construct your own theme parks, ply kids with cheap burgers and fizzy pop and then watch them puke all over their shoes!'



Theme Park World

POWER's Top 20 RPG/Strategy games

1 Final Fantasy VII



■ Publisher SCEE ■ Developer Squaresoft ■ £19.99

Where did it all begin? The hype, we mean? When *Final Fantasy VII* was released in Europe, everybody bought it, whether they liked RPGs or not. Some were massively disappointed, but others, including some that had never even played an RPG before, were amazed. *FFVII* was the first game of this genre to really break new ground and get noticed. Of course, the fact that it is still a bloody brilliant game in its own right, shouldn't be overlooked.

2 Final Fantasy VIII



■ Publisher SCEE ■ Developer Squaresoft ■ £29.99

Ditching the super-deformed character style and going all 'grown-up and clever' *Final Fantasy VIII* certainly wasn't as well received over here as the previous game, but it was equally as spellbinding once you got into it. With a stand-alone orchestral score of sheer brilliance, Hollywood-style cut scenes, deep characters, and four discs worth of meaty storyline, this game will rarely be bettered, at least not until the next *Final Fantasy* game.

3 C&C: Retaliation



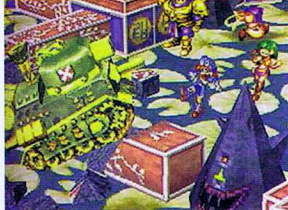
■ Publisher Virgin ■ Developer Westwood ■ £9.99

Possibly the most challenging of the C&C family, *Newcomers* will be swamped by the devious AI of the computer opponents and the sheer number of new vehicles on offer. But it's the satisfaction of applying your strategic ideas and seeing the fruits of labour work that makes *Retaliation* a winner. There's never one way to win a mission but you'll always arrive at a logical plan of action. The only problem is it suffers from a slow down when the action heats up.

4 Grandia

■ Publisher Ubi Soft
■ Developer Game Arts
■ £29.99

A slick and accessible RPG that's got bags of character and loads to do. It's amazing when you consider that this game was a big hit on the Sega Saturn prior to this eventual PlayStation conversion. The fact that it can still mix it with the best of 'em is proof enough that the gameplay is still as fresh today as it was when Sega was still a player.



5 Alundra 2

■ Publisher Activision
■ Developer In-house
■ £29.99

It's not *Final Fantasy IX* but *Alundra 2* plucks all the same heartstrings as Square's monster RPG. It feels like you're slipping on your favourite old jacket as you follow the story from beginning to end. There are plenty of big bangs and realtime fighting to keep non-RPG fans interested and you won't be disappointed by the top FMV.



GENRE ICON

#6: Squall

Cheated jaw, floppy hair – this guy is more popular with the ladies in Japan than David Beckham! Unfortunately, young Squall was the star of a game that RPG fans loved to hate. True, *Final Fantasy VIII* was a great game in its own right, but those that were expecting the super-deformed, cuter characters of *FFVII*, only to see this frowning dude, were disappointed. With the series now going back to its deformed roots, Squall is now available for spot-dream commercials.



6 Front Mission 3

■ Publisher Square Europe ■ Developer Square ■ £39.99

A mech-based strategy game with great graphics. It won't appeal to a lot of gamers, but it has got enough gameplay to keep lovers of the turn-based strategy genre glued to their console for weeks.

9 Broken Sword 2

■ Publisher SCEE ■ Developer Revolution ■ £19.99

If you have to make a point-and-click adventure then it had better be as funny, involving and logical as this sequel. If you like European animations then this will be right up your street graphically. Not quite as easy as *BS1* but so what?

12 C&C: Red Alert

■ Publisher Virgin ■ Developer Westwood ■ £19.99

Despite being the latest from the C&C factory (goddit?), *Red Alert*'s difficulty level makes this inaccessible to newbies. It still contains all the classic elements of the series but you'd better have a punch bag handy to vent your frustrations.

15 Theme Park World

■ Publisher EA ■ Developer Bullfrog ■ £39.99

If you seek something a bit out of the ordinary, then you could do a lot worse than this. Construct your own sprawling theme parks, ply kids with cheap burgers and fizzy pop and then watch them puke all over their shoes!

18 Syndicate Wars

■ Publisher EA ■ Developer Bullfrog ■ £19.99

A PC port that manages to deliver a lot of the gameplay that made it great on a Pentium. Varied missions, tonnes of weapons and a unique third-person view will keep you interested for ages. Plus it looks a bit *Blade Runner*-esque.

7 Warzone 2100

■ Publisher Eidos ■ Developer Pumpkin ■ £29.99

Good rivals to C&C are few and far between but *Warzone 2100* is an attractive alternative that plays well too. A realtime research feature sets off this futuristic strategy game perfectly. Suffers from a lot of slow down at times.

10 Civilization II

■ Publisher Activision ■ Developer In-house ■ £29.99

It's strange how addictive organising little 2D images on a map can be! It's the progressive nature of expanding your empire by conquests and temporary allegiances that complements the research element of this strategy game.

13 Star Ocean: Second Story

■ Publisher SCEE ■ Developer Enix ■ £29.99

A space-aged *Final Fantasy*, if you will. Brimming with cute characters and nicely-rendered scenery, this won't really attract any RPG novices to the genre, but it will entertain and enthrall those that like a good adventure.

16 Alundra

■ Publisher Activision ■ Developer In-house ■ £29.99

This is *Final Fantasy VII*'s great rival. Released just after the *FF* classic, it hovered up all the fans of mad, meandering Japanese storylines. Looking a little dated now, *Alundra 2* has usurped it as the perennial underdog to Square's might.

19 Saga Frontier 2

■ Publisher Game ■ Developer Squaresoft ■ £39.99

Certainly not a game that will appeal to all. The graphics aren't in the same league as the *Final Fantasy* series, and the story is hardly the stuff dreams are made of, but die-hard RPG fans will find plenty here to entertain.

8 Vandal Hearts II

■ Publisher Konami ■ Developer KCEI ■ £29.99

It's difficult to fault this marriage of RPG statistics and turn-based strategy. You'll be hooked whether out-manoeuvring your opponents in battle or getting sucked into the involving plot. Only polygonal characters could make this better.

11 Wild Arms

■ Publisher SCEE ■ Developer SCEI ■ £19.99

Quite dated these days, but the rock-solid gameplay of this aging RPG rolls back the years to make it more than a match for the current crop of adventure games. Track down a copy and allow yourself to become immersed.

14 Breath Of Fire III

■ Publisher Virgin ■ Developer Capcom ■ £29.99

There's more to Capcom than just horror games and beat 'em ups you know! This is proof enough that the Japanese software giant can try its hand at anything – and succeed. Great visuals, great story, great gameplay. Sorted.

17 The X-Files

■ Publisher SCEE ■ Developer Fox ■ £29.99

An exclusive new episode of the paranormal series, played out in a point-and-click adventure scenario. You scout around, gather evidence, decide how to deal with certain lines of questioning... and that's about it. For fans only.

20 Dragon Valor

■ Publisher SCEE ■ Developer Namco ■ £29.99

We had high hopes for this dragon-slaying epic. It promised engaging gameplay and a plot that spans several generations of warriors. The end result was a fairly simplistic, side-scrolling slash 'em up. But it is strangely compelling.

'Wafer-thin hounds in Ali G gear? Nonsense raps? Flower fetishes? What madness is this?'



PaRappa The Rapper

POWER's Top 20 Party/Puzzle games

1 Um Jammer Lammy



■ Publisher SCE ■ Developer SCE ■ £29.99

You may think this an odd choice for best party game, especially as plenty of you have never even played it. However, *Um Jammer Lammy*, the sequel to the equally as diverse *PaRappa The Rapper*, has a lot more going for it than you may think. It's got great tunes to play along to, plenty of fun gameplay, simultaneous two-player, duelling war battles, hidden PaRappa modes, and jamming stages to name a few. Criminally overlooked before, make up for it now.

2 Bust-A-Move 2



■ Publisher Acclaim ■ Developer Taito ■ £19.99

One of the best puzzle games ever made, this. It makes blokes want to snap jopyads in half and plant one on the TV set. It makes girls play PlayStation, making you feel slightly less guilty for doing so all the time. It's very simple – shoot-out bubbles and group them together by colour. It's got a great split-screen two-player mode, but you also won't want to put it down in single-player mode either. There have been sequels, but this remains the most played, so it gets silver.

3 Music 2000



■ Publisher Codemasters ■ Developer Jester ■ £29.99

The first *Music* game from Jester was a pioneering masterpiece in its own right, but this sequel ramps in more musical styles to fuse together, and extra modes of play to keep it more gamey, and not like an intimidating studio package. If a good set of *Tecnis* is a little beyond your price-range, then *Music 2000* is definitely the next best thing. Slam-on those cars, play that funky music, record it to memory card, then play it at parties and see if anyone notices.

GENRE ICON

#7: Lammy

She's a little lamb with red hair and a squeaky voice, but boy can she play the guitar like she's rippin' a belt. Well, she can if your sense of rhythm and co-ordination is up to scratch. Her personality is about as thin as her water-like frame, and she bungles her way through the game trying to get to a gig. She strums through spaced-out levels, taking her one step closer each time, and by the time she gets to the concert, she'll be an awe-goddess. Hopefully. Now available for the, no doubt soon-to-be-recalled, lead guitar position in Oasis.



4 Mico Machines V3

■ Publisher Codemasters
■ Developer In-house
■ £19.99

What better way for grown men to revert back to childish ways (why, did they ever progress past them? – Sally) than being able to drive small cars around household surfaces? With spot-on car physics and the scope for ramming your mates off the edges, this is after-boozer party racing action at its very best. Own it today!



5 Bishi Bashi Special

■ Publisher Konami
■ Developer KCEO
■ £29.99

From racing to boxing, dancing to shooting, *Bishi Bashi Special* caters for all tastes. It's also a big hit with the ladies. It's also a big hit with the ladies. It's essentially just a big collection of sub-games which is best played with a mate, but after half an hour you'll be barely able to breathe while choking back laughter. Very original, and very, very enjoyable.



6 Worms

■ Publisher Infogrames ■ Developer Team 17 ■ £9.99
While his present-day contemporaries are no doubt sniffing glue and twacking-off over Britney Spears posters, one teenager focused his creative genius on coding this brilliant strategy game in his own bedroom. Genius.

9 Micro Maniacs

■ Publisher Codemasters ■ Developer In-house ■ £29.99
As a non-Man United fan would probably have said to Rod Hull – "if it ain't broke, don't fix it" – this swaps diddy cars for pepper-pot people. Although just different vehicles would have been nice, this game just about manages to pull it off.

12 Worms Armageddon

■ Publisher Infogrames ■ Developer Team 17 ■ £29.99
New levels, new weapons, but same old gameplay. This isn't a bad thing though, and those that enjoyed plotting the downfall of their mates in the original *Worms* game will lap this up like a thirsty black dog on a hot day.

15 Music

■ Publisher Codemasters ■ Developer Jester ■ £19.99
Sony's *Fud* game opened up interesting new avenues in gaming, by allowing players to construct their own music. That game was generally pants though, so it's lucky that this swooped in and took the public by storm soon after.

18 Devil Dice

■ Publisher SCE ■ Developer SCE ■ £29.99
An aptly-named puzzle game that'll have you summoning beelzebub in anger. Match up the numbers on the scattered dice to complete levels, but if you get bored of doing that then there's a good two-player to keep you occupied.

7 Bust-A-Groove

■ Publisher SCE ■ Developer Erix ■ £19.99
Not to be confused with the popular bubble-bursting games, this is perfect for would-be clubbers that can't be bothered to actually leave the house. You press buttons at the right time to make on-screen divas dance.

10 PaRappa The Rapper

■ Publisher SCE ■ Developer SCE ■ £19.99
Wafer-thin hounds in Ali G gear? Nonsense raps? Flower fetishes? What madness is this? It's one of the PlayStation's most original games, that's what. Still good for a laugh, but it was bettered when *Lammy* jammed onto the scene.

13 Hogs Of War

■ Publisher Infogrames ■ Developer In-house ■ £29.99
The game doesn't give too much away, but we can tell you that this game is like *Worms*, in 3D, on a much bigger battlefield, with pigs. Toilet humour is provided courtesy of the comedy genius of ex-quackie rider, Rik Mayall.

16 Ballistic

■ Publisher THQ ■ Developer Mitchell Corp ■ £19.99
Kind of like *Bust-A-Move* in spirals! Simple, yet very addictive, the experience is tarnished only by an impossible to complete final level in the Stage mode. The two-player mode may also send you a bit cross-eyed as well.

19 Bust-A-Move 4

■ Publisher Acclaim ■ Developer Taito ■ £29.99
Yes, it's equally as good as the other *Bust-A-Move* games, but we have relegated it to the arse-end of the table simply because it doesn't offer much in the way of exciting new features. Definitely the *FIFA* of the party/puzzle genre.

8 Kurushi Final

■ Publisher SCE ■ Developer SCE ■ £29.99
Not a game designed to turn heads, this puzzle sequel is a worthy distraction though if you want to be mental stimulation from your games. It involves dodging blocks, so presumably Henry VIII's wives would have been crap at it.

11 Super Puzzle Fighter II

■ Publisher Virgin ■ Developer Capcom ■ £19.99
It's true, there isn't any depth behind those pesky street fighters wouldn't sink to. But will forgive them their sins on this occasion because this hard-hitting *Tetris* clone goes hand in hand with closing time down the pub.

14 Beatmania European Edit

■ Publisher Konami ■ Developer Bemani ■ £29.99
Any DJ will take great delight in informing you that timing is the essential tool of da tracks, and *Beatmania* is the perfect apparatus with which to get jiggy wit it. You basically have to press buttons in time with the music to gain plaudits.

17 Kula World

■ Publisher SCE ■ Developer SCE ■ £29.99
Not since *Spin Dizzy* has a game been so gripping, yet so infuriating. Yes, emotions run high in Sony's guide-a-ball-around-mazes game. Be warned though, it's very easy to get into, but the difficulty soon spirals out of control...

20 Vib Ribbon

■ Publisher SCE ■ Developer SCE ■ £9.99
Fairly simple to look at, the appeal here is bare-roots gameplay coupled with a fantastic J-Pop soundtrack that is worth the tenner as a stand-alone soundtrack. All you have to do is dodge shapes, but you'll have a ace time doing it.

'Let's face it, a game that comes courtesy of a Japanese developer named after a popular farting cushion is bound to be a bit "out there"...'



Tombi

POWER's Top 20 Platform games

1 Ape Escape



■ Publisher SCE ■ Developer SCE ■ £29.99

It won't instantly grab you, as we discovered when our cynical hacks went to work reviewing it. But the more you play, the more you begin to fall in love with it as a cute and original piece of software. By the time you are awarded the extra gadgets such as the hilarious radar device and the remote-controlled car, you'll be ready to have its children! Picked with challenging levels, brilliant sub-games and cheeky-monkey humour, you'll go ape for it! Dual Shock only.

2 Spyro 2: Gateway To Glimmer



■ Publisher SCE ■ Developer Insomniac ■ £19.99

Sheer, unadulterated, eye-candy. Any comparisons that are drawn between Spyro 2's heavenly, delicious content and a Hollywood bimbo are entirely justified – although this game will probably keep you entertained for longer! This is a fantastic sequel that expands on the original without saturating the best bits of its predecessor. With the third Spyro outing just around the corner, you really should ensure that you snap this up for 20 quid and catch up with the series, now!

3 Crash Bandicoot 3: Warped



■ Publisher SCE ■ Developer Naughty Dog ■ £19.99

Talented developer, Naughty Dog, made the noble decision to sever all ties with the orange rodent after this third game – and what a swansong it is! It expands on the diversity of Crash 2 and introduces blimps, jet skis and Harleys into the equation. It is easily the best of the bunch and if you want to complete it properly (with 105%) then you're really gonna be tested to the limits by the new grueling Time Trials. All this for a mere 20 quid? Are they mad?

4 Abe's Exoddus

■ Publisher Infogrames
■ Developer Oddworld
■ £19.99

The follow-up to the brilliant Abe's Oddysee, but not the second part of developer Oddworld Inhabitants' proposed trilogy (the delayed Munch's Oddysee on PS2 is the second), this gives players more of an insight into Abe's twisted existence. Funnier and, at times, darker than the first game, but just as riveting. Buy it now!



5 Crash Bandicoot 2: Cortex Strikes Back

■ Publisher SCE
■ Developer Naughty Dog
■ £19.99

Still doing very nicely indeed on its Platinum label, Crash 2 built skyscrapers on the success of the previous game and is still a beaming platform metropolis to this day (what have you been smoking? – Ed). With more variety in the levels and a huge injection of replay value, this game is still worth paying full whack for!



GENRE ICON

#8: An Ape

Look into those mad monkey eyes and tell us you don't want to share this hairy ape's primate and condom hen to a life of dancing for an evil organ-grinder. This guy, and many others like him, has been giving players a right run-around in Sony's excellent Ape Escape game. It was the cheekiest, and most original platform game we had seen in ages, especially the nifty little gadgets used to corner the chimp. When's the sequel though? It looks as though the only thing this guy will be doing for a while is jogg'n' for his supper!

6 Spyro The Dragon

■ Publisher SCE ■ Developer Insomniac ■ £19.99

Whereas other 3D platform games have contained more than their fair share of graphical glitches, this game is ample proof that they can be seamless when the effort is put in. This is enthralling and hugely entertaining platform magic!

7 Abe's Oddysee

■ Publisher Infogrames ■ Developer Oddworld ■ £19.99

Like films, games can also sometimes be accused of being up their own arse. So it's refreshing then when a developer with an obvious flair for the bizarre comes along and shares its twisted vision with the rest of us. A really great game.

8 Croc II

■ Publisher EA ■ Developer Fox Interactive ■ £29.99

The first Croc game bored the living sh*t out of us, but everybody deserves a second chance, right? Thankfully, this sequel righted all the wrongs and endeared us to the goofy future handbag, well, nearly...

9 Klonoa: Door To Phantomile

■ Publisher SCE ■ Developer Namco ■ £29.99

Massively over-looked when released, platform fans will be well advised to track down a copy of this and experience the genre at its dizziest heights. Slightly dated (well, it was released over two years ago), this is still a charming epic.

10 Medieval 2

■ Publisher SCE ■ Developer In-house ■ £29.99

Proving that you can never keep the living dead down for long, Sir Dan did it again in this infinitely-better sequel. Lush new levels, fantastic new set-pieces and sack-loads of humour, this is a game that everyone will love and admire.

11 Rayman

■ Publisher Ubi Soft ■ Developer In-house ■ £9.99

Hardly having left the PlayStation software charts since its release nearly five years ago, this guy must be doing something right! If it's a challenge you're after with a slightly retro twang, then Rayman will amuse you for light years.

12 Toy Story 2

■ Publisher Activision ■ Developer Traveller's Tales ■ £29.99

Maybe the developer took heed of the negative press that greeted its previous game, A Bug's Life, but it turned on the style for this fun-fueled platformer. Progress is rewarded by film clips, so the scene is perfectly set before each level.

13 Tombi 2

■ Publisher SCE ■ Developer Whoopee Camp ■ £29.99

Let's face it, a game that comes courtesy of a Japanese developer named after a popular farting cushion is bound to be a bit 'out there'. It takes a while to get into, but when you get used to the shifting perspectives, this is actually brilliant.

14 40 Winks

■ Publisher Infogrames ■ Developer Eurocom ■ £29.99

Old and cynical gamers will afford themselves a throaty cackle when they discover how aptly-named this game is. Yes, it's nothing particularly new, and it will send many players to sleep. But it looks great and the kids will love it.

15 Gex: Deep Cover Gecko

■ Publisher Eidos ■ Developer Crystal Dynamics ■ £29.99

Okay guys, let's not milk the cash cow too much, eh? Not surprisingly, this follow-up was a carbon-copy of the first 3D Gex game. It was decent enough, but anyone wanting more of the same plus a few surprises will be disappointed.

16 Bugs Bunny: Lost In Time

■ Publisher Infogrames ■ Developer In-house ■ £29.99

Plain, unoriginal, but surprisingly playable. Yeah, we know the subject matter is old hat, but you'll soon forget that when you melt into the super-smooth gameplay and forget all your worries. 'What's up Doc?' Shut it, you slag!

17 A Bug's Life

■ Publisher SCE ■ Developer Traveller's Tales ■ £19.99

Not a bad game particularly, although the developer has failed to capture any of the film's finest set-piece moments and sharp humour. Considering its target audience, the game is a real stinker to complete as well.

18 Gex: Enter The Gecko

■ Publisher Eidos ■ Developer Crystal Dynamics ■ £19.99

Just when we thought Crystal Dynamics was onto a loser after Gex's first 2D, yawn-s-then, up pops this wicked-looking 3D platformer. A great game that is topped with the suave vocal tones of Leslie Phillips as Gex himself.

19 Tarzan

■ Publisher SCE ■ Developer Disney ■ £29.99

Older gamers will remember such classic SNES delights as Aladdin and The Lion King, well this game is just the same. It follows the ye olde platform blueprint to the letter, but newcomers to the genre will be instantly captivated.

20 Crash Bandicoot

■ Publisher SCE ■ Developer Naughty Dog ■ £9.99

It's showing its senior years a bit now, but this is still a fine game and certainly the most challenging of the bunch. It does lack some of the variety and depth of the other two Crash Bandicoot games, but it's well worth the dosh.



The Rest

If it isn't in our Top 20s then it probably isn't worth getting. But here's every single other PlayStation game, rated...

Racing
Adventure
Sports
Shoot-'em-up
Beat-'em-up
RPG
Party/Puzzle
Platform
Strategy

A

4X4 World Trophy	6/10
Ace Combat	6/10
Action Man: Mission Extreme	6/10
Actua Golf	7/10
Actua Golf 2	7/10
Actua Golf 3	8/10
Actua Ice Hockey	6/10
Actua Ice Hockey 2	6/10
Actua Soccer	6/10
Actua Soccer 2	7/10
Actua Soccer 3	8/10
Actua Tennis	3/10
Adidas Power Soccer	2/10
Adidas Power Soccer 2	5/10
Adidas Power Soccer '98	2/10
Agent Armstrong	5/10
Agile Warrior	3/10
Aironauts	1/10
Akuji The Heartless	7/10
Allied General	1/10
All Star Soccer	1/10
All Star Tennis	8/10
All-Star Tennis 2000	2/10
Alone In The Dark	4/10
Andretti Racing	5/10
Apocalypse	7/10
Aquanaut's Holiday	6/10
Area 51	1/10
Armormines	4/10
Army Men 3-D	7/10
Army Men: Sarge's Heroes	5/10
Assault	7/10
Assault Rigs	4/10
Asterix	6/10
Asterix & Obelix	3/10
Asteroids	5/10
Atari Classics	3/10
Atlantis	4/10
Auto Destruct	5/10
Ayrton Senna Kart Duel	6/10

B

B-Movie	7/10
Baby Universe	1/10
Ballblazer Champions	2/10
Barbie Super Sports	3/10
Batman Forever	1/10
Batman & Robin	6/10
Battle Arena Toshinden	5/10
Battle Arena Toshinden 2	4/10
Battle Arena Toshinden 3	4/10
Battle Arena Toshinden 4	4/10
Battle Stations	2/10
Battle Tanx: Global Assault	4/10
Bedlam	1/10
Big Air	2/10
Bio Freaks	7/10
Black Dawn	6/10
Blam! Machinehead	6/20
Blast Chamber	3/10
Blast Radius	8/10
Blasto	5/10
Blazing Dragons	4/10
Bloody Roar	8/10
Bombberman Fantasy Race	2/10
Brunswick Pro Bowling 2	6/10
Bubble Bobble 2	5/10
Buggy	5/10
Burning Road	4/10
Bubsy 3-D	1/10
Bust-A-Move 3	8/10
Bust-A-Move 4	9/10

C

Caesar's Palace 2000	6/10
Capcom Generations	5/10
Cardinal Syn	6/10

Carnage Heart	7/10
Casper	3/10
Castlevania	8/10
Castrol Honda Superbike Racing	2/10
Gauntlet Legends	6/10
Championship Bass	3/10
Championship Motocross	8/10
Cheesy	1/10
Chessmaster II	8/10
Chessmaster 3-D	5/10
Chill	3/10
Chronicles Of The Sword	2/10
Circuit Breakers	9/10
City Of Lost Children	5/10
Clock Tower	5/10
Colony Wars	7/10
Command & Conquer	8/10
Constructor	7/10
Contra: Legacy Of War	5/10
Cool Boarders	6/10
Cool Boarders 3	8/10
Cool Boarders 4	4/10
Courier Crisis	4/10
Crickets 2000	4/10
Crime Killer	7/10
Critical Depth	4/10
Criticom	5/10
Croc: Legend Of The Gobbos	6/10
Crusader: No Remorse	4/10
Crusaders Of Might & Magic	7/10
Crypt Killer	2/10
Cyberia	1/10
Cyber Sled	3/10
CyberSpeed	1/10

D

D	5/10
Dark Forces	6/10
Darklight Conflict	6/10
Descent 2	6/10
Destruction Derby	5/10
Destruction Derby 2	8/10

Destruction Derby Raw	6/10
Destraga	6/10
Devil's Deception	1/10
Diablo	3/10
Die Hard Trilogy 2	5/10
Discworld	1/10
Discworld 2	4/10
Discworld Noir	5/10
Disney Magical Racing Tour	8/10
Disruptor	6/10
Diver's Dream	5/10
Dodgem Arena	6/10
Doom	9/10
Dragonheart	0/10
Dreams Into Reality	0/10
Dukes Of Hazzard	3/10

E

Eagle One: Harrier Attack	7/10
Earthworm Jim 2	5/10
ECW: Hardcore Revolution	6/10
Eliminator	2/10
EPGA Golf	4/10
Epidemic	4/10
ESPN Extreme Games	1/10
Euro 2000	4/10
Everybody's Golf	8/10
Evil Zone	7/10
Excalibur 2555AD	3/10
Extreme Pinball	1/10

F

F1 Racing Championship	6/10
Fantastic Four	1/10
FA Manager	8/10
FA Premier League Stars	3/10
Felony 11-79	6/10
FIFA '96	1/10
FIFA '97	3/10

FIFA: World To World Cup '98	7/10
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FIFA 2000	8/10
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Firestorm	7/10
Firo & Klawd	3/10
Floating Runner	3/10
Fluid	7/10
Formula Karts	5/10
Formula One	9/10
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Formula One '98	6/10
Formula One '99	9/10
Forsaken	6/10
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Frogger	4/10

G

G-Darius	7/10
Galaxian 3	1/10
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Gekido	4/10
Ghoul Panic	7/10
Granstream Saga	7/10
GridRun	3/10
Grind Session	6/10
Guardian's Crusade	5/10
Guilty Gear	3/10
Gungage	1/10
Gunship 2000	3/10

H

Hard Boiled	1/10
Hardcore 4X4	5/10
Hard Edge	6/10

Heart Of Darkness	5/10
Hexen	3/10
Hercules	6/10
Hi-Octane	2/10
Hugo	0/10
Hydro Thunder	4/10



Impact Racing	2/10
Incredible Hulk	1/10
Independence Day	2/10
Infestation	5/10
In The Hunt	1/10
Iron & Blood	1/10
ISS Deluxe	7/10
ISS Pro	8/10
Iznogoud	0/10



Jackie Chan Stuntmaster	7/10
Jade Cocoon	7/10
Jedi Power Battles	6/10
Jersey Devil	7/10
Jet Rider	4/10
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Judge Dredd	6/10
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Jumping Flash 2	8/10
Jupiter Strike	3/10



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Kick Off World	4/10
Kileak The Blood	1/10
Killer Loop	7/10
Killing Zone	0/10
Kingsley's Adventure	6/10
King's Field	2/10
KKND Krossfire	6/10

Knockout Kings	6/10
Konami Open Golf	6/10
Krazy Ivan	4/10



Landmaker	8/10
Legacy Of Kain	7/10
Legend	6/10
Legend Of Kartia	5/10
Lemmings 3D	5/10
Libero Grande	6/10
Little Big Adventure	7/10
Live Wire	6/10
Loaded	6/10
Lost Vikings 2	7/10
Lone Soldier	4/10
Lucky Luke	3/10



Machine Hunter	5/10
Madden '97	7/10
Madden '98	8/10
Madden '99	8/10
Magic Carpet	6/10
Marvel Super Heroes	7/10
Master Of Monsters	6/10
Maximum Force	4/10
Max Power Racing	8/10
MDK	8/10
Mech Warrior 2	6/10
Medieval	8/10
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WELCOME TO POWER MAIL

More insightful opinions and insane ramblings from POWER's legion of readers. Highlights this month include some guy lusting over *Final Fantasy* birds, a grumpy Norwegian and concerns over the quality of PS2 games.



☛ CHEEKY BEGGER

I think my brother, who is six, deserves the Equalizer CDX that you have on offer because he is only six and not very good at games. I feel sorry for him when he is struggling to complete a game and find his way around it, so I just want to make it easier for him.
Liam Hynes, Birmingham

Is that it? Your kid deserves an Equalizer CDX just because he's young and crap at games? Pah! You'd be better off leaving him to his own devices – getting good at games comes from practice, not cheating, so leave him to it.

☛ ROBBERY!

As I was rummaging through the bargain bin at my local Electronics Boutique store, I found a game in a little cardboard cover called *Cosmo warrior Zero*. There was no price so I handed it to the bloke at the counter and he looked startled, and gave me it for only three quid. I was so excited to play it, but when I got home I discovered that it was in complete Japanese. Still, not bad for three quid, eh?
Scott Nicholson, Glasgow

Three quid? For a game nobody has ever heard of? And it doesn't even have a box? Sorry mate, but we believe you have been done.

☛ DOUBLE TAKE

Recently, on looking at some *Final Fantasy IX* pictures, I noticed that Princess Garnet looks a lot like a Manga style Rinoa (from *Final Fantasy VIII*). I find it impossible to believe that Squaresoft has ran out of ideas for characters, so why do these characters look so familiar? Squaresoft has given me years of joy with *FFVII*, *FFVIII* and especially the SNES game, *Secret of Mana*, which is one of its very best games, and I hope that *FFIX* will exceed its predecessors and continue the *Final Fantasy* legend with style.
Kris Hirst, via email



Rinoa and Garnet, or is it the other way round?

True, the two do look similar. Maybe she's modelled on one of the programmer's wives. Whatever the reason

for the uncanny likeness, it's not worth losing sleep over.

☛ ONE LOVE?

Sony has made the announcement about the official PlayStation 2 launch date in the UK, so what is the point of making another PlayStation when it knows people will only go for the PS2? Also, about the LCD display, couldn't Sony just sell this year? Next year there will be so many PS2 games that nobody will try making games for the standard PlayStation. Even the classic PlayStation games will be knocked off the shelves. I hope that the PlayStation 2 will turn out to be as great as it looks and sounds, because if Microsoft's X-Box or Nintendo's Dolphin (which is now to be known as Star Cube – Ed) come out and are better, there will be problems for the future of PlayStation 2.
Cusman, via email

The point of the new PlayStation, or rather PS one, is that it is more versatile and streamlined. There's no reason why Sony should discontinue the PlayStation just because the PS2 is launched, so why not

WIN THIS £50 STEERING WHEEL!

WRITE ON

Geordie lass, Linda Jones, is chuffed to bits with cheap games but still wants more penetration...

I'd like to applaud all the software companies that have chosen to re-release older games for under a tenner.

Games such as Anna Kournikova's *Smash Court Tennis*, *V-Rally*, *Worms* and *Speed Freaks* are fantastic value, and a god-send for a single mother such as I, who can't afford the latest games, but needs something to keep my screaming bairns at bay. One thing made me laugh though, and that was Electronic Arts re-releasing its budget range under the banner 'EA Classics'. Classics? Since when was *Sports Car GT* and *The FA Premier League STARS* classics? I may only be a woman but even I could see that *STARS* was utter bobbins, and not a patch on the mighty *ISS Pro Evolution*! By the way, I am playing the Master League on the hardest difficulty setting, and I am having trouble scoring goals –

do you have any suggestions about what formation and strikers I need in order to get more penetration up front?

Linda Jones, Newcastle

We agree, cheap games is definitely a good thing, and amongst the howlers a good bargain is there for the taking. We can't really dis' EA too much for its slightly dubious 'Classics' label, what do you expect for a tenner, after all! The *ISS Pro Evolution Master League* is tough on the hardest difficulty setting, so we recommend going for something like a 4-3-3 formation, and having pacey strikers on the flanks – like Ronaldo and Michael Owen, and then a proven poacher with a kick like a mule on steroids, like Batistuta, Shearer, and Mexico's Hernandez (who is a real bargain!) fit the bill just perfectly.



A Gamester Dual Force steering wheel worth £50 could be yours if you're write on enough.

repackage it and make it appeal to an even broader range of punters. This also renders your point of there being no new PlayStation games as utter nonsense because if the PS one sells, then software companies will continue to develop games for it.

❖ GUILT TRIP

A few months ago, my cousin got his PlayStation chipped. So when I was at his house he would be playing all the latest games for a fraction of

the price and I was very close to following in his footsteps. But then I realised something. If everyone in the country had a chipped 'Station then games companies would all be going bankrupt, we'd have no games, and we'd all be going into the loft, to find our dusty old Mega-Drives because Sony couldn't afford to make games anymore. And we would only have ourselves to blame.

So I decided that rather than play the newest games for a cheaper price, I'd give some money back to the company that was giving me so much enjoyment. Although it has to be said, Sony could avoid a lot of piracy if it would lower games prices. Everyone I know bought *Final Fantasy VIII* legally because it would only cost £8 more than its import equivalent due to its four discs. So that goes to show that if games prices were lowered to around £14 then most people would just buy the real thing. Well, that's just my opinion, anyway.

Also, Have you ever noticed that all Vengaboys songs sound alike? In fact, if you heard any Vengaboys song at random, would you really be able to distinguish which one it was? Well, this theory also works for the *Tomb Raider* series. The first *Tomb Raider* was a great game, but the second was just the same but for a couple of new weapons and Lara could sprint. The third was the same but now she could crawl. And *The Last Revelation* was dire... I only wish it were the last Lara adventure, but it's not.

But take *Tekken 3*. Each sequel was practically the same, except, there were enhanced graphics, more moves, and new

modes for each instalment. And the *Final Fantasy* series bare almost no resemblance to each other. So the bottom line is this. *Tomb Raider* and basically anything from EA Sports sucks. Just like the Vengaboys.

John McCormick, via email

We assume your friend is buying copied games and not imports. Buying and playing imported games is not a crime, it's just a means for serious enthusiasts to get their hands on the latest software from Japan and America without having to wait for the PAL conversions. Such practice has been going on for years – even when the SNES and Sega Mega-Drive were thriving, and Nintendo and Sega haven't gone bust... yet. Your stance is commendable though, and the prices of games are falling all the time (many older titles can now be snapped up as new for £9.99), so there's no question of you missing out.

❖ PS2 RESISTANCE

I have been looking closely at the games in development for PlayStation 2 and I am disappointed. The original PlayStation was, and still is, a great success because of all the totally original games such as *Ridge Racer*, *Wipeout*, *Oddworld*, the list goes on... But what is totally new for the PlayStation 2? The only differences are the graphics. The companies that make PlayStation 2 games might be so concerned about the quality of the graphics that the gameplay will be neglected. So what will PlayStation 2 bring to the gaming world? Hopefully, Sony will bring out fun, original games for PlayStation 2, otherwise the it'll fail badly and let Microsoft, Sega, Nintendo take over the gaming market.

Andrew Rate, Thetford

Why will Microsoft, Sega and Nintendo take over the gaming market? What's so special about the games on those systems? Originality has always been a problem, and at present the PS2 line-up does appear to be little more than fancy eye-candy, but what's so wrong with that? It's making folk sit up and take notice at least. Yes the early games are looking somewhat shallow, but it's only a matter of time until the really good stuff starts being rolled out – *Metal*



Andrew Rate is slightly concerned about the originality of PlayStation2 games. But isn't it inevitable that the early games will be arcade...



conversions like *Tekken Tag Tournament* and *Moto GP*? The meatier stuff will take slightly longer to develop, but it should be well worth the wait.

Gear Solid 2, for instance.

❖ NO FILMING

Why didn't you make a video of this year's E3 show? I am very disappointed, I would love to see the *Metal Gear Solid 2* trailer, and the other PlayStation 2 games. Last year's E3 video was excellent, it's just a shame that you didn't do one this year.

Trevor Dakin, via email

Sorry about that Trevor. It would appear that a lot of software companies are getting over-protective of their products – especially

when they are still quite early, which is why many refused to let us film. The good news though is that our sister magazine, PSM2 (the UK's best unofficial PlayStation 2 magazine!) is giving away a free video of *Metal Gear Solid 2: Sons Of Liberty* free with issue one. So go and grab a copy and be amazed!

❖ GOLF IS FUN!

I thought that I would write in to tell everyone to get in a copy of *Everybody's Golf 2*. I hate golf and can't play it to save my life,



John McCormick has got some strong views on sequels. He doesn't mind *Tekken 3* much (Above), but he compares Lara to the Vengaboys!



Trevor Dakin wants to know why we didn't film the *MGS 2* trailer at E3 and stick it on a video. The answer? We were trembling too much.

▶ but EG2 is completely different to those boring 'realistic' golf games. Although the physics of *Everybody's Golf 2* are correct, the best part of the game is the cartoon graphics and gameplay. It's fun to play and has a good learning curve. Obtaining the later characters can be very difficult. So to all you people who have already written off the game because it contains the word 'golf' in the title – GET IT IN RIGHT NOW!

Liam Didsbury, via email

We seem to remember saying as much in our review. Perhaps a second opinion isn't such a bad idea. Hmm...

◆ BARMY ARMY

I just thought that I would argue with Ray Fynch's naïf letter (Power #55) about the PlayStation 2's graphics system not living up to the Dreamcast's. What the hell is that weirdo talking about? I've got three words for him – give it time because don't forget that the programmers will need to learn new tricks like they had to with PlayStation 1, so be patient, after all, you don't want to side with Sega, do you?

Karl Smith, York

Karl, that was 39 words, but we'll let you off.

◆ OUT OF CONTROL

I am just writing in to ask whether or not you can get the cheaper normal controller for PlayStation 2 or if it's only the Dual Shock 2 which will be available.

David Elkin, via email

It looks like the new advances in gaming will require those Dual Shock thumb sticks, but fret not because all your standard Sony controllers will work

on PS2 – even if they aren't Dual Shock ones.

◆ STARS IN STRIPES

I would like to write to you with my amazing PlayStation achievements. In *FIFA 2000*, on World Class mode, I won the Premier League with Sunderland, notching up 38 wins, no draws and no defeats, scoring 117 goals and conceding only 20. Also, in *Gran Turismo 2*, I took my Subaru Impreza Rally Car round Rome Full Course in one minute, 12.55 seconds and my Suzuki Escudo Pikes Peak Version round the same course in just 56.68 seconds. Check my memory cards for proof!

Martin Long, via email

PS. Sunderland are going to slaughter all opposition next season.

Conceding goals, in a FIFA game? You really should be ashamed of yourself, Martin.

◆ SMART-ARSE #1

So, you're trying to be all clever now by incorporating spine messages onto your issues, eh? Well nice try, but you didn't fool me for long. Last month's spine message was a quote from the film, *Aliens* – the star of which was on the cover. Do I win anything? At least try to make it a bit harder next time!

David Brookes, Poole

Nobody likes a smart-arse. Your keen eye has just won you a game of your choice, and we promise you that you won't crack this month's spine message!

◆ SMART-ARSE #2

I read in your magazine that you said it was completely dark in Norway for six months a year. Why, of course it is! At night it's dark. That's about half of a day.

Now, as it's dark 12 hours out of 24 hours, that, within a year would add up to six months. Well... almost anyway.

Grumpy Old Bastard, Norway

Yeah, okay you got us. In fact, we realised our error just a few moments before the magazine was due to go to press. We decided not to change it because we all had a bet that nobody would actually be picky enough to write in and smugly inform us of our mistake. Mr Bastard, you have just won the Editor a crisp tenner!

◆ FANTASY FANATIC

In issue 55 you replied to a letter from Darren Doherty, who wrote in to praise *Final Fantasy VIII*, in response you said that *FFIX* has cutsey graphics, what's your point? Don't get me wrong, the *Final Fantasy* series is great but the games aren't exactly known for their serious take on reality, I mean, square hands, what the hell is that all about? *Final Fantasy I-VI*, *Adventures* and *Legends* had its artwork created by Yoshitaka Amano, who made the games kind of like a Disney film from hell. In *Final Fantasy VII* and *Tactics 1* and 2 Mr Nomura created the character artwork

and it all looked very Manga-ish, even their surroundings – and especially Midgar. When it came to *Final Fantasy VIII* they did a complete 180°, they got people in their Miami studios (Squaresoft) to create the characters, and so they looked a lot like us lot, of the West. All of the games except *VIII* were very 'cutsey' and that, I think was its downfall, they tried to fit in too much detail into too little space on the character's bodies and that's why *Final Fantasy VII*'s battle scenes look better. Oh and about Danielle Richard's letter, you're goddamn right! Who would want to see Lara nude when you've got the *Final Fantasy* girls?

Jon Harrison, via email

Does having realistic-looking characters make the game easier to get into? We don't think so, having now played *Final Fantasy IX* in all its finished glory (see page 22), having super-deformed characters back makes no difference whatsoever. Oh, and we think you're missing Danielle's point – she thinks blokes are sad for drooling over videogame characters – even the luscious *Final Fantasy* girls.



Jon Harrison is just mad about those *Final Fantasy* girls! Is he being a bit sad, or are they really worth fawning over? Does anyone care?

SMALLPRINT

And to the rest of you who wrote in, thanks a lot...

Andrew Wilson, Rune Larsen, Philip Vaughn Russell, James 'The Beaver' Armstrong, Darren Doherty, Richard Ingram, Steven Condy, Joe Tattersall, David Fulestow, Liam Birkett, Bradley Kelly, Robert Quinlan, Kirsten Wallace, James Chrichton, Peter Wedlake, Mark Graham, Kristen Barghout, David Hardie, Robert Stokes, Joachim Wold, The Brown Family, Sephiroth, Mike Fish, Andy not-so-Coy, Bob Inko, Jack Rivlin, Lester Radley, Paul Ibbotson, James Church, Psycho Mantis (he gets everywhere, doesn't he?), Norman Davies, Kim, Bazza Hedgehog, Sean Hepburn, Michael Myers, Riccy Spence, Madeline Newman, Paul Oakfield, Aron Buti, Doug Matthews, Bert Almond, Kevin Burns, Mace Dikoth, Seth Trouble, Mark Thomas, Lucy Lewis, Martin Jewell, Mike Hunt (yes, really!), Damien Johnson, Karl Bridges, Harry Smith, David Burton, Andy Collins, Pauline Merson, Kurt Fergusson, Mark Howard, Gareth King, Lee Thompson, Paul Brooke, Lee Carr.

SHORT CUTS

⚡ Please help! How do I combine six steel pipes, six remedies and six Marlboro tentacles to get this last GF? And on what disc?

Johnny-Boy Gray, via email
Eh, are you talking to us?

⚡ Bah! Bah! And thrice bah! I hate your stinking, top 100 games! So do we. Don't worry, you'll never see it again.

⚡ I think you should give me Clive's job of getting cheats and codes for any PlayStation game because I could do a lot better job and I could find any cheats for any game. You name the game, and I can get the cheats for it.

Andy Coy, via email
Okay, go find us some cheats for *Cosmowarrior Zero*.

⚡ I've got a bug for you in on *FIFA 2000*. When you score a penalty in the right side of the net, BOTH sides of the net pulsate! Freaky huh?

Dave, via email

Life will never be the same again.

⚡ Can I play my PS games on a PS2 without chipping it? Also, whatever happened to Rachel, 'cos I, and probably a few others, miss her.

Matthew Moorhouse, via email
If the games and machine are both PAL or NTSC, then yes. Rachel's gone to Hollywood to star as Lara's arse, or something.

⚡ Being a peanut butter sandwich myself, playing *Resident Evil 3* is soooo scary. Knowing the zombies want to eat my sweet insides freaks me out!

Pnut Butter, via email

Cuckoo!

⚡ Why has Solid Snake got a 'new' 'mullet' hair-do in the new *Metal Gear Solid* game?

Brian Parker, Southampton
God knows.



Liam Didsbury just wrote in to say how good *Everybody's Golf 2* is. Well, we kind of knew that already, but thanks all the same, Liam.

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BACK ISSUES



ISSUE #52 MAY

REVIEWS: *F1 2000*, *Syphon Filter 2*, *Urban Chaos*, *Micro*
Maniacs, *Player Manager 2000*, *World Championship*
Snooker, *Medieval 2*, *Everybody's Golf 2*...
SORTED: *Fear Effect*, *Metal Gear Solid*
PLUS: FREE exclusive *Syphon Filter 2* tips book



ISSUE #53 JUNE

REVIEWS: *Euro 2000*, *Jedi Power Battles*, *Armornies*, *Die Hard*
Trilogy, *Crusaders of Might and Magic*, *Street Fighter EX*,
N-Men, *Street Skater 2*, *Tomb 2*, *Bishi Bashi Special*, *Jackie*
Chan, *ECW Hardcore*, *4x4 World Trophy*...
SORTED: *Resident Evil Survivor*
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ISSUE #54 JULY

REVIEWS: *Colin McRae 2.0*, *In Cold Blood*, *Vagrant Story*,
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Masters, *Tron Bonne*, *Spin Jam*, *Ballistic*...
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 tips book



ISSUE #55 AUGUST

REVIEWS: *Nightmare Creatures 2*, *Dukes of Hazzard*, *DD Raw*,
Alundra 2, *Rescue Shot*, *Disney Racing*, *All Star Tennis 2000*,
Moho, *Dragon Valor*, *Asterix* and *Obelix*...
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Smackdown and *FFVIII*



ISSUE #56 SEPTEMBER

REVIEWS: *Alien Resurrection*,
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2, *X-Men Mutant Academy*,
Sydney 2000, *TOCA World*
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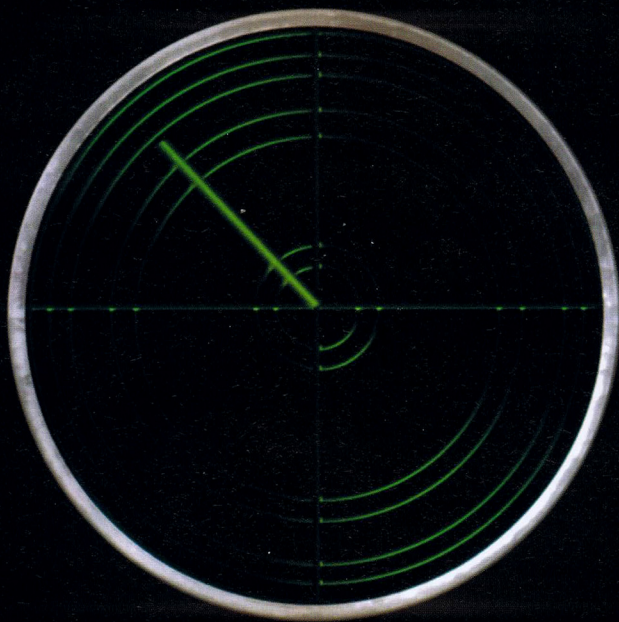
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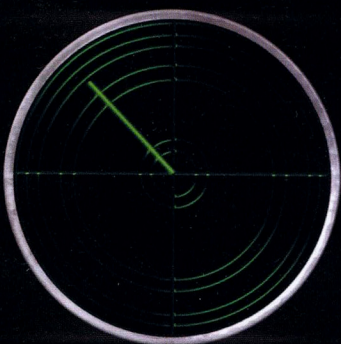
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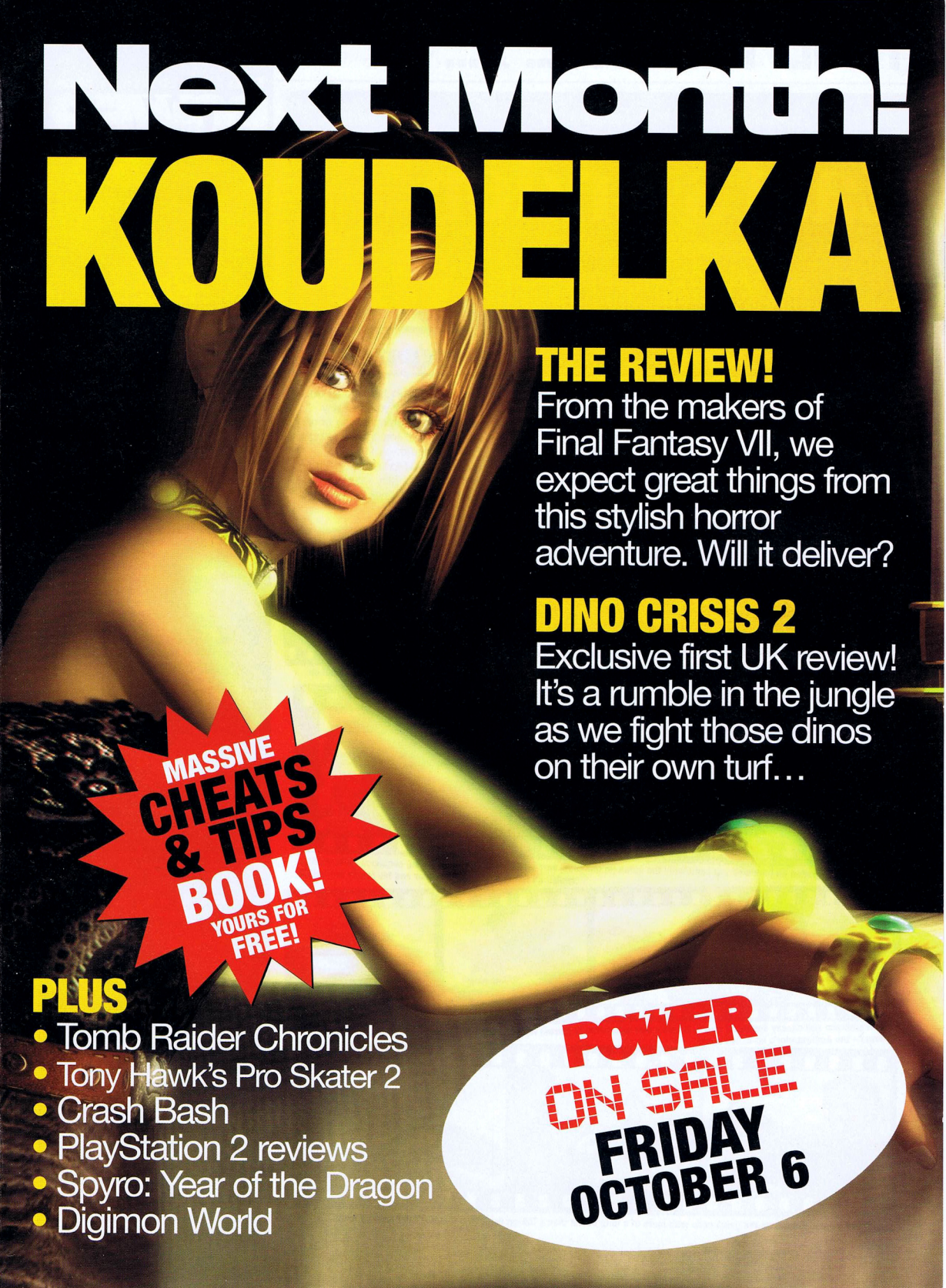
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THE REVIEW!

From the makers of Final Fantasy VII, we expect great things from this stylish horror adventure. Will it deliver?

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AND FINALLY...

East's Ender

Game endings exposed with the cheekiest wide-boy in gaming. Is there any game he can't break?



THIS MONTH CHASE THE EXPRESS

Greetings, and welcome to a brand-new section in Power whereby we bust PlayStation games wide open and expose the fruity delights that ooze out at the end.

We all know that the ending sequences are what makes playing

games worthwhile, and if they aren't up to scratch then you're left asking yourselves, "What was the bloody point in that?" This section is designed to expose the very best, and the very worst, gaming colour climaxes around. It may feature a cool outro from a new game, or a

disappointing conclusion to an old, rock-'ard game. If you have any requests for a game that you would like to see East end, then write in to: East's Ender, Power, Future Publishing, 30 Monmouth Street, Bath BA1 2SW. Stay tuned for another of East's Enders, next month.



The game concludes with Jack Morton battling against a chopper at the front of the Blue Harvest as it speeds through a tunnel on route to Paris. Hit the chopper with enough rockets and down it goes...



You will then be graded on how well you completed the game (in our case, very well!) before the good ending sequence kicks in. It's smiles all round as the Ambassador and his family are united.



A joyful embrace and cheesy smiles all round. Where's that sick bucket? Morton himself, rather inevitably, gets it together with Christina – the Ambassador's so-called agent.



More slushy mush follows as the game ends with more of a limp thrust than a full-on explosive climax. Ender Verdict: Gash.

The PlayStation Mag POWER

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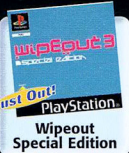
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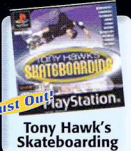
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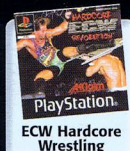
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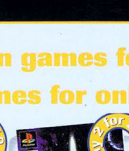
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